SORD *PF*

System Operational Reference Digest
For The Pathfinder Role Playing Game

rev 1.3

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SORD PF

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Dear Reader,

You don't need this book! unless... you want to play your Pathfinder Role Playing Game faster - with more complexity than ever before and STILL have fun. If you are a player, you will become reckless using those strange rules like **Overrun** and **Grapple**. You will gleefully **Demoralize** your opponents and deliver the **Coup de Grace** they so richly deserve. If you are a Game Master, you will casually take each new idea thrrown your way and run the combat as if you were playing checkers. Nothing will scare you!

This is a dangerous book. It attempts to take the richness and complexity of the Pathfinder Role Playing Game combat and make it easier to run in a session. That is a tall order and every gamer is sure to have unique ideas on how it should be done. SORD's success in the marketplace is entirely dependent on how well I can communicate a new shorthand to the Game Master and Player. That is what makes this work so dangerous; my reputation is on the line. If I fail to communicate clearly, this project is sunk.

My goal is simple:

Speed combat by at least 15 minutes per encounter.

If you read my earlier versions of this product, you know its history, so I won't go into the grapple issues and all that drove the formation of the original work. Anyway, the authors of the Pathfinder Role Playing Game have addressed many of those frustrations in their expansion of the 3.5 SRD. In fact, I personally wondered if SORD was even viable after the release of the rules set, but quickly put my questions to rest after seeing the final product. There still is room for a concise help for both players and game masters.

Now, after a thorough re-tooling for the Pathfinder Role Playing Game, this work represents a compendium of the rules that pulls in all the special exceptions to the core combat rules and points them out as a 'reminder' during play. It still resembles the old SORD editions, but I have made every effort to make sure each page reflects the significant changes to the gaming experience from the original 3.5 SRD rules.

It has taken awhile to get to this release, but I hope it is well worth the wait.

Regards,

What is SORD PF?

- ✦ **SORD** is an acronym for **S**ystem **O**perational **R**eference **D**igest, originally, a re-tooling of the combat portion of the 3.5 SRD.
- ✦ **SORD PF** is specifically tuned to the rules found in the Pathfinder Role Playing Game.
- ✦ It is comprehensive, but not exhaustive.
- ✦ It puts nearly every combat rule into a logical place for quick access. Do you need to find out how **Ready** and **Delay** actions affect **Initiative**? Go to the **Initiative** page. Have a question about Banded Mail or Heavy Armor? Go to the **Armor Class** page.

If you use SORD PF as a helper in combat, you will see significant time savings in running encounters.

Using SORD PF in play.

- ✦ This document is like a Game Master Screen. With a quick glance, an important rule can be referenced and the resolution of combat is secured in seconds rather than minutes.
- ✦ The Rule/Page Topic is shown in a BIG font. This makes it easier to find.
- ✦ Explanatory text is bulleted and usually contains one topic per bullet.
  - ➤ Complex information may also have sub-bullets.
- ✦ Instructions and procedures are usually found on the left side of the page and have a unique color scheme.

One-Page Rules Compendium

- ✦ Wherever possible, rules are completely contained on the page they are found. This includes charts and tables that are important to the rule.
- ✦ If **color** can help make a rule simpler to reference, then SORD PF uses it. Look at the **Armor Class** page; when an action or situation denies a Dexterity bonus to AC, the bonus data in the chart is backed by a different hue. With one glance, you can tell the player he needs to provide his **flat-footed AC.**.
- ✦ The charts that use **color** have also been tested on **Black and White** printing. Special marks help clarify if needed.
- ✦ Actions are displayed on a page where it makes sense to put them. For example, all the Spell-casting Actions are grouped together. They are color-coded based on the action type (**standard, full-round, move**) for quick execution.

Page Numbers - Do I Need Them?

- ✦ This PDF uses layers. Page numbers are shown initially. Just turn off the 'PageNumbers' layer to hide them.

Revision Numbers

- ✦ The current revision is found on the top of each page.
- ✦ Not all pages are changed during a revision - those that are are marked with a small rev number on the lower right-hand part of the page. They are also on their own layer so they can be hidden ('Revision Info')

Table of Contents (pages are hyperlinked by page title)

Combat Round, Attacks of Opportunity

Starting Combat:

✦ Roll **Initiative** for all combatants.
✦ All combatants are **flat-footed** until their first action..
  ➤ Lose Dexterity bonus to AC (if any)
    ▷ ignored if character has *uncanny dodge* extraordinary ability.
  ➤ Cannot make **Attacks of Opportunity (AoO)**.
    ▷ ignored if character has *Combat Reflexes* feat

Surprise Round

✦ Run this if some combatants could be surprised.
  ➤ Roll **Perception** or other checks to determine **Awareness**. A Wizard (Diviner) can always act in a Surprise round (still **flat-footed** though).
  ➤ Do not run if everyone or no one is surprised.
  ➤ In **Initiative** order, each **Aware** combatant may take *one* standard or move action.
  ➤ Only **Aware** characters get **Free** actions.

Normal Combat Rounds

✦ Starting with the highest Initiative count, each character performs his actions on his Initiative.
✦ Each round of a combat uses the same Initiative order. A round in this sense is a full cycle of all Initiative counts. The beginning of the next round starts at the highest count.
✦ A character's actions are executed on his Initiative count, unless he uses a **Delay** or **Ready** action See **Initiative** for details on **Delay** and **Ready** actions.
✦ A **Full-Round** is a span of time from the Initiative count of one round to the same count in the next round.

Attacks of Opportunity (AoO)

✦ You can't make an **AoO** when you are **flat-footed**.
✦ You **THREATEN** all squares (including diagonals) into which you can make a **melee attack**, even when it is not your action.
✦ Enemies taking certain actions in a threatened square provoke **AoO**.
✦ If you're unarmed, you can't make attacks of opportunity.
✦ Most creatures Medium or smaller make **melee attacks** up to 5 feet away.
✦ Small and Medium creatures with **reach** weapons threaten 10 feet..
✦ Large or bigger creatures may have a natural **reach** of 10 feet or more.

Provoking Attacks of Opportunity (⚔ or ↗)

✦ Moving **out** of a **threatened** square usually provokes an AoO.
  ➤ **5-foot-steps** and the **withdraw** action avoids drawing an **AoO**.
✦ Distracting actions performed in a **threatened** square, usually provoke **AoO**. Consult the **Actions** page for actions that provoke **AoO**.
✦ Moving out of more than one square **threatened** by a single opponent in the same round is counted as a single **AoO**.
✦ ⚔ with an action means the action always provokes AoO.
✦ ↗ with an action means the action possibly provokes AoO.

Making an Attack of Opportunity

✦ Make an *optional* single **melee attack** at your normal attack bonus.
✦ It 'interrupts' the normal flow of actions in the round. You **immediately** resolve it, then continue just after the interruption.
✦ You can only make one **AoO** per round unless you have the *Combat Reflexes* feat, granting additional **AoO**s equal to your **Dexterity** modifier.
✦ You can only react once to a given opportunity. You may react freely to any new opportunity, even if it provoked by a character that provoked one before.

Actions within a Combat Round

✦ An action's type tells you how long the action takes to perform (in a 6-second combat round) and how movement is treated.

Normal Round Activities

✦ In a normal round, you can perform:
  ➤ a **Standard Action** AND a **Move Action** OR
  ➤ two **Move Actions** OR
  ➤ a **Full-Round** action.
✦ You can also perform one or more **Free Actions**.
✦ Some situations (such as in a surprise round), may limit actions to taking only a single **Move Action** or **Standard Action**.
✦ Actions are described on the **Actions** Sheet in SORD.

Standard Action

✦ Allows you to do something, most commonly make an attack or cast a spell.

Move Action

✦ Move up to your speed or perform actions taking a similar amount of time.
✦ You can take a **Move Action** in place of a **Standard Action**.
✦ If you have swapped your move for one or more equivalent actions, you can take one **5-foot step** either before, during, or after the action.

Full-Round Action

✦ Consumes all your effort in a round.
✦ A **5-foot step** can be made before, during, or after the action. You can perform **Free Actions** and **Swift Actions**.
✦ Some **Full-Round** actions do not allow a **5-foot** step.

✦ Some **Full-Round** actions can be taken as **Standard Actions**, but only in situations when you are limited to performing only a **Standard Action** during your round.

Free Action

✦ **Free actions** consume a very small amount of time and effort.
✦ You can perform one or more **Free Actions** while taking another action normally, within reasonable limits (GM decision).

Swift Action

✦ Similar to a **Free Action**, but slightly more time-consuming.
✦ You can **ONLY** perform one in round.

Immediate Action

✦ Similar to a **Swift Action**, but can be performed **ANY** time.

Not an Action

✦ Very minor activities are not even considered **Free Actions**. They are an inherent part of doing something else.

Restricted Activity

✦ Some situations, may restrict a full round's worth of actions.
  ➤ You are restricted to taking only a single **Standard Action** or a single **Move Action** (plus **Free Actions** as normal).
  ➤ You can't take a **Full-Round** action (though you can start or complete a **Full-Round** action by using a **Standard Action).**

Initiative, Ready and Delay Actions

Initiative Procedure

1	**Make Dex Check**	Each combatant makes a Dexterity check. Apply your Dexterity, feat modifiers and any other modifiers to the roll. Record the roll result.
2	**Effect**	✦ You act in rolled order, counting down from highest result to lowest. ✦ If two or more combatants have the same initiative check result, the combatants who are tied act in order of total initiative modifier (highest first). ✦ If there is still a tie, the tied characters should roll again to determine which one of them goes before the other.

Check Modifiers	Bonus
Is a Ranger in his favored territory (add +2 at 8th level for any one terrain and +2 every 5 levels after.	+2
Is a Wizard (Diviner) (a 20th level diviner always treats his roll as a natural 20).	+1/2 wizard level (min 1).
Is a Duelist with Improved Reaction	+2 (+4 at 8th level)
Has the **Improved Initiative** feat	+4
Is **deafened**	-4

Ready Action   *standard action*

- ✦ You prepare to take an action later, after your turn is over but before your next one has begun.
- ✦ The **Ready Action** does not provoke an **Attack of Opportunity (AoO),** though the action that you ready might do so.
- ✦ You specify the action you will take and the conditions under which you will take it. Any time before your next action, you take the readied action in response to that condition.
  - ➤ The **ready action** occurs just before the action that triggers it.
  - ➤ If the triggered action is part of another character's activities, you interrupt the other character.
  - ➤ If still capable, the interrupted character continues his actions once you complete your **readied action**.
  - ➤ For the rest of the combat, you act immediately ahead of the character whose action triggered your readied action.

- ✦ You can take a **5-foot step** as part of your **readied action**, but only if you don't otherwise move any distance during the round.
- ✦ Your new initiative is the count on which your action was triggered.

Readying to Counterspell   *standard action*

- ✦ You define the trigger as **"if he starts casting a spell"**. You choose to wait to complete your action until the opponent starts casting.
- ✦ When the spellcaster starts a spell, you get a chance to identify it with a **Spellcraft** check (**DC 15 + spell level**) OR a **DC 25 + spell level Knowledge(Arcana)** check
- ✦ If you succeed, and you can cast the same spell (are able to cast it and have it prepared, if you prepare spells), you can cast the spell as a counterspell and automatically ruin the other spellcaster's spell.
- ✦ Counterspelling works regardless of magic source (Divine, Arcane).
- ✦ A spellcaster can use **dispel magic** to counterspell another spellcaster, but it doesn't always work.
- ✦ Metamagic feats are not a criterion for counterspelling. Only the spell needs to be examined when choosing to counterspell.

Distract Spellcaster (Ready)   *standard action*

- ✦ You define the trigger as **"if he starts casting a spell"**.
- ✦ If you damage the spellcaster, he may lose the spell he was trying to cast (as determined by his **Spellcraft** check result - the **DC** is **10 + damage + Spell Level**).

Ready Weapon Against a Charge   *standard action*

- ✦ You set a **bracing** weapon to receive the charge.
- ✦ A **bracing** weapon deals double damage on hits scored against a charging character.

Delay Action   *no action*

- ✦ You take no action and then act normally on whatever initiative count you decide to act. You decide when this occurs.
- ✦ You can't interrupt anyone else's action (as you can with a **readied action**).
- ✦ A **delay action** stays in effect from your original Initiative all the way through till your Initiative step in the next round.
- ✦ Your initiative result becomes the count on which you took the delayed action.

Initiative Tracker

Use this to record the Initiative values of the players around the table.

Laminate this page and it can be re-used for each combat.

Gamemaster Seat

Creature	Init

Actions

•Small-capped Items have special descriptions in SORD. Non-high-lighted actions are discussed in the rules or are self-explanatory.

A color-marked **AoO** designation means that only the target of the attack can make an **AoO** against the action. The target must be 'armed'.

Standard Action	AoO
Activate Magic Item — Command word	no
Activate Magic Item — Use-activated	no
Activate Magic Item — Apply oil / Drink potion	**Yes**
Activate Magic Item — Scroll / Spell completion (takes the same time as the power it emulates)	**Yes**
Activate Magic Item — Spell Trigger (rod, wand, or staff)	no
•Aid another (if the _aided_ target's action draws AoO, you do too)	**Maybe**
Attack (melee or "Armed" unarmed - see _improved unarmed strike_)	no
Attack (ranged)	**Yes**
Attack (unarmed) (the 'armed' target only makes an AoO)	**Yes**
•Bull rush (No AoO if attacker has _improved bull rush_ feat or similar. Draws AoO from 'armed' target when attacker enters space)	**Usually**
Cast spell (1 standard action time)	**Yes**
Cast touch spell (1 standard action time and touch one target)	**Yes**
Channel energy (also _turn undead_ and _command undead_ feats)	no
Concentrate to maintain active spell	no
•Demoralize opponent (_Intimidate_ skill; DC = 10+target HD+target Wisdom modifier)	no
Dismiss spell	no
Draw hidden weapon (_Sleight of Hand_ skill)	no
•Feint (denies target Dex bonus to AC against your next attack)	no
Free another from a **Fascinated** condition	no
Grapple — •Grapple (no AoO if has _improved grapple_ feat)	**Usually**
Grapple — Maintain grapple (is a **move action** if you have the _greater grapple_ feat)	no
Grapple — Escape grapple	no
Light torch with tindertwig	**Yes**
Lower spell resistance (removes caster level check)	no
Stabilize a dying friend (DC 15 _Heal_ check - first aid)	**Yes**
•Overrun (No AoO with _improved overrun_ feat. If you have _greater overrun_ feat, knocked prone creatures provoke AoO)	**Usually**
Ready (triggers a standard action) (Initiative adjustment)	no
Start or complete **Full-Round** action (You draw AoO if the act draws AoO. You can't full-attack, charge, run, or withdraw)	**Maybe**
Throw grappling hook (thrown weapon; range increment 10 ft.)	**Yes**
Total defense (you cannot make **AoO** attacks either)	no
Use skill that takes 1 action	**Usually**
Use spell-like ability	**Yes**
Use **supernatural** or **extraordinary** ability	no
Use whip	**Yes**

Move Action	AoO
Control frightened mount (DC 20 Ride check)	**Yes**
Direct or redirect active spell	no
Draw weapon (if BAB is +1, combine w/another move, see also _two-weapon fighting_ feat)	no
Load hand crossbow, light crossbow, or sling	**Yes**
Make an active **Perception** check	no
Mount or dismount a steed	no
Move (Balance, Climb (1/4 speed or 1/2 speed with -5 check), Crawl 5 feet, Hide, Jump, Move Silently, Swim (1/4 speed), and Tumble)	**Yes**
Open or close door	no
Move heavy object	**Yes**
Pick up an item	**Yes**
Ready or drop shield (if BAB is +1, combine w/another move)	no
Retrieve stored item	**Yes**
Sheathe weapon	**Yes**
Stand up from prone	**Yes**

Full-Round Action	AoO
Activate magic item: Administer potion to unconscious creature	**Yes**
Activate magic item: Apply oil to unconscious creature	**Yes**
Cast metamagic spell spontaneously	**Yes**
Cast spell (1 round casting time)	**Yes**
Charge (is a **Standard Action** if limited to only a single action)	no
Deliver coup de grace	**Yes**
Escape from net or _animate rope, command plants, control plants, or entangle_ spell (DC 20 _Escape Artist_ check)	**Yes**
Extinguish flames	no
Full Attack (allows multiple attacks if BAB allows)	no
Light a torch	**Yes**
Load a heavy or repeating crossbow	**Yes**
Lock or unlock weapon in locked gauntlet	**Yes**
Use _Disable Device_ on simple items (jam/open lock)	**Yes**
Prepare to throw splash weapon (prepare oil with fuse)	**Yes**
Move up to 5 feet through difficult terrain	**Yes**
Run (no 5-foot step allowed, up to 4x your speed - hvy armor only 3x, lose Dex bonus to AC unless have _run_ feat)	**Yes**
Use skill that takes 1 round	**Usually**
Cast touch spell (1 **Standard Action** time) on 2 to 6 allies	**Yes**
Withdraw (is a **Standard Action** if limited to only a single action)	no

Free Action	AoO
Cease concentration on spell	no
Draw ammunition	no
Drop an item	no
Drop prone	no
Fast mount or dismount (must have move action available; DC 20 _Ride_ checkl; fail turns it into a move action).	no
Load repeating crossbow bolt from case	no
Prepare spell components	no
Release grappled or pinned opponent	no
Speak	no
Use extraordinary ability	no

Swift Action - _only allowed once per round_	AoO
Cast **Quickened** spell (or one with a swift casting time)	no

Immediate Action	AoO
Cast spell (1 immediate action casting time - like feather fall)	no

No Action	AoO
5-foot step	no
Attack of opportunity	**Maybe**
Cover from mount (DC 15 Ride check)	no
Delay (Initiative adjustment)	no
Fight defensively (-4 attack penalty, +2 AC bonus)	no
Identify spell being cast (Spellcraft check, DC 15 + spell level)	no

Variable Action Type	AoO
Perfom a Combat Maneuver (when not substituted as a melee action. The 'armed' target only makes an **AoO**)	**Yes**
Use feat (The feat's description defines its effect)	**Maybe**
Use skill	**Maybe**

Attack Actions

Attack Roll Basics

> *MELEE*: Base Attack Bonus + Str modifier + size modifier + other modifiers

> *RANGED*: Base Attack Bonus + Dex modifier + size modifier + Range Penalty + other modifiers

- ✦ Roll **1d20** and add your Attack Bonus and any modifiers.
- ✦ If this result equals or beats the target's **Armor Class** (AC), you hit and deal damage.
- ✦ A natural ('nat') roll of **1** is **ALWAYS** a miss
- ✦ A natural **20** is **ALWAYS** a hit. It threatens a **Critical Hit**.
- ✦ Spells requiring an attack roll can threaten **Critical Hits**.
- ✦ Some weapons have **Critical Hit** threat ranges greater than **20**.
  - ➤ The lower range values are not automatic hits (only nat **20**).
  - ➤ Rolls less than **20** and within the threat range that do not hit do not threaten a **Critical Hit**.

Resolving threatening Critical Hits

- ✦ Immediately make another attack roll with all the same modifiers as the attack roll just made. A nat. 20 roll is NOT an automatic hit.
- ✦ If the roll hits against the target's AC, the original hit is a **Critical Hit**. See **Damage** for more details.
- ✦ If the roll misses, the original hit is a normal hit.

Fighting Defensively

- ✦ Fighting defensively (ranged or melee) when attacking, imposes a **-4 penalty** on all attacks and grants a **+2 bonus to AC** (or **+2 Dodge bonus to AC** on **Full-Round** actions) for the round.

Attack of Opportunity (AoO)   *no action*

- ✦ Make an optional **melee** attack at the normal attack bonus.
- ✦ 'Interrupts' the current action in the round. Immediately resolve it, then continue just after the interruption.
- ✦ Only one **AoO** is allowed per round unless...
  - ➤ The *combat reflexes* feat adds the creature's Dexterity modifier number of **AoOs** that can be made in a round.
- ✦ A creature gets only one **AoO** against a given opportunity. New opportunities, regardless of source, provoke new **AoOs**.

Unarmed Melee Attack ⚔   *standard action*

- ✦ Provokes an **AoO** from the target (and ONLY the target) **if** it is armed with a melee or natural weapon.
  - ➤ The *improved unarmed strike* feat eliminates the **AoO**.
- ✦ Lethal strikes take a **-4 penalty** to the Attack Roll unless attacker has *improved unarmed strike*.
- ✦ Natural weapons like claws or slams are **melee** weapons. They cannot be used to make an unarmed attack.

Attacking the Helpless

- ✦ Helpless targets have 0 Dexterity (**-5 to AC**). **Melee Attacks** gain **+4 attack** bonus.
- ✦ Able to perform a **coup de grace**.

Coup de Grace ⚔   *full-round action*
the target cannot be immune to critical hits.

- ✦ Used against **helpless** creatures only; provokes **AoO**.
- ✦ Use a melee weapon, bow or crossbow if adjacent to the target. Automatically hits and is a **Critical Hit**. (**sneak attack** damage bonus applies.) Surviving targets must make a Fortitude save (DC 10 + damage dealt) or die.
- ✦ **Totally concealed** targets require 2 **Full-Round** actions; one to "find" the square, and one to deliver the **coup de grace**.

Melee Attack   *standard action*

- ✦ Normal and natural weapons can strike opponents within reach, usually 5 feet. The opponents are considered adjacent.
- ✦ **Reach** weapons strike 10 feet away but **can't** hit adjacent targets.
- ✦ Non-Lethal strikes with a Lethal weapon take a **-4 penalty**.
- ✦ **Two-Weapon Fighting:** -6 penalty to primary hand and -10 penalty to off-hand attacks.
  - ➤ off-hand light weapon: penalties are -4 and -8.
  - ➤ *Two-weapon fighting* feat: penalties reduced by 2 and 6.
- ✦ **Secondary** natural attacks are made at a **Base Attack Bonus -5**.
- ✦ Combining natural attacks with other attacks (weapon, unarmed strikes) turns **ALL** natural attacks into **Secondary** attacks (are considered light, off-hand weapons). The other attacks are treated as **Two-Weapon Fighting** (feats and *Multiattack* benefits apply).

Ranged Attack ⚔   *standard action*

- ✦ Ranged attacks provoke AoO.
- ✦ Apply a cumulative **-2 penalty** per range increment passed.
- ✦ **Thrown weapons:** have up to a max range of **5 increments**.
- ✦ **Projectile weapons:** have up to a max range of **10 increments.**
- ✦ Attacking into a melee containing an engaged ally imposes a **-4 penalty** (**-2** if the target is 2 size categories larger than the ally, or no penalty if larger). The *precise shot* feat avoids penalty.
- ✦ Targets 10+ feet away from friendlies do not invoke the penalty.

Touch Attack (non-spell) ⚔   *standard action*

- ✦ **Touch attacks** are *melee* or *ranged*. Use the appropriate bonus
- ✦ Touching a friend or self is automatic.
- ✦ The target AC loses any armor, shield, or natural armor bonus.
- ✦ **Incorporeal** touch attacks ignore cover bonuses but not those granted by force effects (*mage armor*, *bracers of armor*).
- ✦ *Melee touch* attacks do not provoke **AoO**; *ranged* do.

Full-Attack (multiple attacks)   *full-round action*

- ✦ Roll the attacks from highest bonus to lowest.
- ✦ Choose a target between each roll (dual-wielders and double weapon users can choose the weapon strike order).

Changing a Full Attack to a Standard Attack

- ✦ A **Move** action can be taken after the first attack (making the attack a **Standard** action). Extra attacks are lost.
  - ➤ If a 5-foot step has been taken, the **Move** action cannot be one that traverses any distance.

Throw Splash Weapon ⚔   *standard action*

- ✦ **Resolve as a Ranged Touch Attack**. All creatures are proficient.
- ✦ A hit deals direct damage to target and splash damage to all others within 5 feet of the target. Cannot deal precision damage.
- ✦ Targeting a grid intersection is against AC 5. Adjacent creatures take splash damage only.
- ✦ **Missed attacks:** Roll 1d8 to determine direction. Count off a number of squares in the direction equal to the range increment of the throw to find the final landing.

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thrower

Attacking Concealed and Invisible Targets

- ✦ **Miss Chance:** A struck **Concealed target** can roll a 20% or less to avoid the blow. The target rolls the chance.
- ✦ **Total concealment/Invisible** provides a miss chance of 50%.
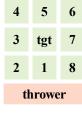- ✦ Concealment does not stack. Use the best % miss chance.

Locating Invisible Characters (not an attack)

- ✦ Invisible targets gain **+20** bonus on **Stealth** checks if moving, or a **+40** bonus on **Stealth** checks when not moving.
- ✦ A **touch attack** can feel around in 2 adjacent 5 foot squares. **No damage is delivered** but the target's square becomes known.

Spell Concentration Checks

- If something interferes a spell casting attempt, a **Concentraion** check (D20 + caster level + caster's appropriate ability score) must be made or the spell is lost. The check's DC is variable based on circumstance.
- Failing the check means the spell fizzles with no effect, but it is considered to be cast and lost as if it had been successful.

Spell Components

- **Verbal:** Requires the character to speak in a firm voice.
  - ➤ Such spells cannot be cast if the caster is gagged or in the area of a *silence* spell.
  - ➤ Deafened casters suffer a **20%** spell failure chance.
- **Somatic:** Must be able to gesture freely with at least one hand.
  - ➤ Can't cast this type of spell while bound, grappling, or with both hands full or occupied.
- **Material:** Casting a spell with a material (M), focus (F), or divine focus (DF) component requires the proper materials, as described by the spell.
  - ➤ Preparing these materials is a **Free** action, unless they have elaborate requirements.
  - ➤ Assume material components and focuses are in a spell component pouch if there is no cost listed for them.

Provoking AoO / taking damage from AoO

- **AoO delivers damage to a spellcaster**: A **Concentration** check (DC 10 + damage taken + spell level) prevents losing the spell.
- Spells requiring a **Free or Swift action** to cast don't provoke **AoO**.

Casting on the Defensive *(usually avoids AoO)*

- Requires a **Concentration** check (DC 15 + double the spell level) to succeed or the spell is lost. Attack is at a **-4 penalty**.

Spell Casting, standard action ✎   *standard action*

- Provokes **AoO** at the beginning unless defensively casting.
- Spells can be cast either before or after a **Move** action.

Spell Casting, 1 round ✎   *full-round action*

- Provokes **AoO** at the beginning unless defensively casting..
- Invocations, gestures, and concentration must continue to just before the caster's turn in the next round. If **Concentration** is lost before the spell is complete, the spell is lost.
- The spell comes into effect just before the beginning of the caster's turn in the round after the casting began.
- The caster doesn't threaten squares while casting a spell.

Spell Casting, 1 minute ✎   *10 full-round actions*

- Similar to the 1 round casting, except that you must continue casting as **Full-Round** actions for 10 rounds.

Spell Casting, metamagic ✎   *full-round action*

- **Spontaneous casters:** For spells with a **1 Standard** action casting time, the *metamagic* version is a **Full-Round** action.
  - ➤ This isn't the same as a spell with a 1-round casting time — the spell takes effect at the end of caster's action; it doesn't require a continued casting until the next turn.
  - ➤ For spells with a longer casting time, it takes an extra **Full-Round** action to cast the *metamagic* spell.

Spell Casting, quickened   *swift action*

- Spells with **Free** or **Swift** actions are cast as a **Swift** action.
- Does not provoke **AoO**.
- Only one such spell can be cast by a caster in a round.
- Does not count against the normal limt of 1 spell in a round.

Spells/Special Abilities

Touch Attack (spell) ✎   *standard action (usually)*
spells with a type of 'touch'. see also Holding the Charge

- **Touch attacks** are *melee* or *ranged*. Use the appropriate bonus
- Touching a friend or self is automatic.
- The target AC ignores any armor, shield, or natural armor bonus.
- **Incorporeal** touch attacks ignore cover bonuses but not those granted by force effects (*mage armor*, *bracers of armor*).
- *Melee touch* attacks do not provoke AoO, but *ranged touch* attacks do (even cast defensively). The original spell casting provokes **AoO** separate from any **touch attack**.
- A **move** can be made before casting the spell, after touching the target, or between casting the spell and touching the target.

Holding the Charge

- A *melee touch* spell is held indefinitely until **Dismissed** or discharged. *Ranged touch* spells cannot be held.
- **Touch attacks** can be made round after round. Touching 1 friend is a **Standard** action; up to 6 is a **Full-Round** action.
- Physically touching anything or anyone while holding a charge, even unintentionally, discharges the spell.
- Casting another spell dissipates the touch spell.
- A normal **unarmed attack** (or an attack with a natural weapon) can be made and **AoO** is provoked according to the attack type. If the attack hits, deal the normal attack damage and the spell discharges. If the attack misses, the charge is stll held.

Direct or Redirect a Spell   *move action*

- Does not provoke **AoO** nor requires a **Concentration** check.

Maintain or Dismiss a Spell   *standard action*

- Does not provoke **AoO**.
- Requires **Concentration** checks if something interferes with **maintaining** the spell.

Use Spell-like Ability ⚄   *standard action*

- The ability can be used either before or after a **Move** action.
- Provokes **AoO** at the beginning (see **Provoking AoO**).
- If **Concentration** is broken, the attempt to use the ability fails, but the attempt counts as if the ability was successful.

Use Spell-like Ability on the Defensive

- Failing the **Concentration** check (DC 15 + double the spell level) prohibits the ability, but the attempt counts as if it had been used.

Use Supernatural Ability   *standard action (usually)*

- Does not provoke **AoO**, cannot be disrupted, and does not require **Concentration**.

Use Extraordinary Ability   *no action (usually)*

- If a Standard action, it does not provoke **AoO**, cannot be disrupted, and does not require **Concentration**.

Identify Spell targeting you   *no action*

- Succeed on a DC 25 + Spell Level Knowledge(Arcana) check

Activate Magic Item ✎   *standard action (usually)*

- Potions, scrolls, wands, rods, and staffs need to be **Activated**.
- **Spell Completion Items:** Equivalent to casting a spell. Requires **Concentration** and provokes **AoO**.
  - ➤ You can attempt to activate the item while on the defensive.
- **Spell Trigger, Command Word, or Use-Activated Items:** Does not require **Concentration** and does not provoke **AoO**.

More Actions

Ready Weapon Against a Charge   *standard action*

- Set a **bracing** weapon to receive the charge.
- The weapon deals double damage if a hit is scored with it against a charging character.

Ready Action   *standard action*

- Prepare to take an action later, after the readying creature's turn is over but before it's next one has begun.
- Does not provoke an **AoO** (though the action being readied might do so).
- The action is specified and the conditions under which it will trigger. Any time before the readied creature's next action, it may take the readied action in response to the trigger.
  - ➤ The **Ready** action occurs before the action that triggers it.
  - ➤ If the triggering action is part of another creature's activities, it interrupts the other creature.
    - ▷ The interrupted creature continues it's actions once the **Readied** action is completed.
  - ➤ For the rest of the combat, the readied creature's turn occurs at the triggering moment (or the moment of interrupt).
- A **5-foot step** can be taken if no distance is moved in the round.
- The Initiative result becomes the count on which the action was triggered.

Start/Complete Full-Round Action   *standard action*

- Start undertaking a **Full-Round** action, which completes in the following round by using another **Standard** action.
- You provoke AoO if the attack provokes AoO. Cannot be used to start or complete a **full attack**, **charge**, **run**, or **withdraw**.

Total Defense   *standard action*

- Grants a **+4 dodge bonus** to **AC** for 1 round.
- The **AC** improves at the start of this action.
- Can't combine **total defense** with **fighting defensively** or with the benefit of the *combat expertise* feat (since both of those require declaring an attack or full attack).
- The creature can't make **AoO** while using total defense.

Use Net   *standard action*

- Usable on creatures within one size category of attacker.
- **Folded:** *ranged touch attack* (max range 10 ft.). Unfolds.
- **Unfolded**: *ranged touch attack* at -4 attack penalty.
- **Hit: Entangles** target: -2 penalty attacks, -4 penalty Dexterity, moves at 1/2 speed, cannot charge or run, requires **Concentration** check to cast spell (DC 15 + spell level).
- **Controlling**: Attacker rolls opposed Strength check. Can only move target to the limits allowed by the entanglement.
- **Refolding**: 2 rounds if proficient, 4 otherwise.
- **Escaping**: DC 20 Escape Artist (**Full-Round** action).
- **Breaking**: **5 hp**, bursts with a **DC 25 Strength** check.

Shield Bash   *standard action*

- Considered an off-hand weapon (martial bludgeoning)
- **Attack:** As part of a Melee Attack with an off-hand weapon. **Penalties:** Heavy shields: like 1-handed weapon (-10), Light shields: like light weapons (-8).
- **Damage:** as an off-hand weapon
- **Shield Spikes:** damages as one size category larger than you.
- You lose the shield's AC bonus until your next turn unless you have the *Improved Shield Bash* feat.

Stabilize a Dying Friend   *standard action*

- DC 15 Heal check to succeed. This provokes **AoO.**

Stand Up from Prone   *move action*

Move   *move action*

- Does not allow a **5-foot step.**
- Move up to the creature's speed
- Can climb 1/2 speed with a **-5 penalty** on a **Climb** check.
- Can crawl 5 ft. This also provokes **AoO.**

Draw / Sheathe a Weapon   *move action (usually)*
Ready or loose a shield

- On a **BAB** of +1 or more, this is a **Free** action when combined with a regular **move** (both weapons and shields).
- If you are **Charging** and have only a **Standard** action on you turn, you must have the **Quick Draw** feat **to make this** a **Free** action.
- Applies to weapon-like objects carried in easy reach, such as wands. This is called **retrieving a stored item** if your object is stored in a pack or out of easy reach.
- The *two-weapon fighting* feat allows 2 **light** or **one-handed** weapons to be drawn in the time it would take to draw one.
- Drawing ammunition for a ranged weapon is a **Free** action.
- Dropping a carried shield (not worn) is a **Free** action.

Manipulate an Item   *move action (usually)*

- Some examples are retrieving or putting away a stored item, picking up an item, moving a heavy object, and opening a door.
- This kind of action may provoke **AoO**.

Mount or Dismount from a Steed   *move action*

- **Fast Mount or Dismount:** This is a **free action** with a DC 20 **Ride** check (your **armor check penalty**, if any, applies to this check). If you fail, this is a **move action** instead.

Move 5 Feet in Difficult Terrain   *full-round action*

- If you don't have sufficient speed even to move 5 feet, you may spend a **full-round** action to move 5 feet in any direction.

Run   *full-round action*

- You do not get a **5-foot step**
- Move up to 4x speed in a straight line (3x in heavy armor).
- You have a **Dex-less** AC unless you have the **Run** feat.
- You can run your Constitution score in rounds. After that make a DC 10 **Constitution** check to continue running. The check increases by 1 each round until you fail. Then you stop.
- If you run to your limit, you must rest for 1 minute (10 rounds) before running again.
- If resting, you can move no faster than a normal **move action**.
- You must see where you are going to cross difficult terrain.

Withdraw   *full-round action*

- A **blinded** creature can't withdraw.
- Move up to **double** one of the **listed** speeds.
- Cannot take a **5-foot step** when withdrawing.
- The starting square is not threatened by any visible creatures, but invisible ones can still make an **AoO** against the mover.
- Subsequent threatened squares provoke AoO as normal.
- If the mover is limited to taking a **Standard** action, he may still withdraw, but only up to his speed.
- The withdrawer doesn't have to leave the combat entirely.

A 5-foot step   *no action if no move action is taken*

- Requires a listed speed of at least 5 ft. to take and cannot take it if movement is hampered by difficult terrain or darkenss.
- Can use in any round when not performing any other movement.
- Never provokes **AoO**.
- Can take the step before, during or after other actions.

Special Actions

Aid Another ⚔   *standard attack*
you must be able to make a melee attack on the opponent

1	AoO?	if the *aided* target's action **draws AoO**, you do too
1	Check	You make an Attack Roll vs. **AC 10.**
2	Effect	**Succeed:** your friend gains a **+2 bonus on his next attack roll** against the opponent **OR** a **+2 bonus to AC** against that opponent's next attack (your choice); the attack must come before the beginning of your next turn.

✦ You can use **Aid Another** to help friends in other ways, such as when affected by a spell, or to assist another character's skill check.
✦ Multiple characters can aid the same friend; similar bonuses stack.

Charge   *full-round action*

1	Check Path	Use **Clear Path Determination** to see if you can Charge. You MUST have a clear path.
2	Move	Move up to twice your speed in feet directly towards the target. **You must move at least 10 feet.** See **Restrictions**.
3	Attack	Make a single melee attack. You get a **+2 bonus** on the **attack** roll, and take a **-2 penalty** to your AC until the start of your next turn. You also get a **+2 bonus** on a **Bull Rush** maneuver attack. **Lances:** A lance deals double damage if employed by a mounted character in a charge.

Clear Path Determination

✦ You must move to the closest space from which you can attack the opponent. (If this space is occupied or blocked, you can't charge.)
✦ If any line from your starting space to the ending space passes through a square that blocks or slows movement, or contains a creature (even an ally), you can't charge. (Helpless creatures don't stop a charge.)

Restrictions

✦ You must move before your attack and you can't take a 5 ft. step
✦ You must have line of sight to the target.
✦ Even if you have extra attacks, you can only make one attack during a charge.
✦ If you can only take a **standard** action on your turn based on a restriction (like a surprise round), you can still charge, but you are only allowed to move up to your speed and you cannot draw a weapon unless you have the **Quick Draw** feat.

Weapons Readied against a Charge

✦ Spears, tridents, and other **brace** weapons deal double damage when readied (set) and used against a charging character.

Feint *(can try again)*   *standard action (or move)*

1	Action	The *Improved Feint* feat makes a **Feint** a **Move Action.**.
2	Set DC	You cannot feint against a creature that has no **Int** score. DC is Greater of ✦ 10 + Opponent's BAB + Opponent's Wis Modifier ✦ 10 + Sense Motive bonus.
3	Roll	Against a non-humanoid: -4 Penalty. Against unintelligent creatures (Int 1-2): -8 penalty.
4	Effect	**Success**: The target is denied any Dexterity bonus to AC on your next attack. The attack must be made on or before your next turn.

Mounted Combat

✦ Light horses, ponies and heavy horses require a DC 20 **Ride** check as a Move action to control the horse. Success: take a Standard action after the Move action. Fail: the move becomes a Full-round action.
✦ Your mount acts on your Initiative count. You move at its speed, but the mount uses its action to move
✦ A horse (not a pony) is a Large creature and thus takes up a space 10 feet (2 squares) across. You share your mount's space during combat.
✦ **If Your Mount Falls in Battle:** You must succeed a DC 15 **Ride** check or suffer 1d6 points of damage.
✦ **If You Are Dropped:** 50% chance to stay in the saddle (or 75% if in a military saddle). Fail: you fall and take 1d6 damage.

Melee Attack While Mounted   *melee attack*

1	Ride Check	DC 5 **Ride** Check as a free action. If you succeed, then you can use both hands to attack and defend.
2	Attack	**Target on Foot:** If the target is smaller than your mount, you get a **+1** attack bonus (higher ground). Mounts moving more than 5 feet only allow a single attack. **Charging: -2 penalty to your AC** until the start of your next turn. A single melee attack at the end of your turn, gets a **+2 bonus on the attack** roll (see **Charging**). You deal double damage with a lance. **Ranged Weapons:** For mounts taking a double move, take a **-4 penalty to hit**. If your mount is running, take a **-8 penalty**. The attack occurs when the mount has completed half its movement. **Full Attacks** with ranged weapon are allowed while your mount is moving. Likewise, you can take move actions normally.

Spell Casting While Mounted 🌿   *attack*

If Mount uses only its normal move	You may cast your spell normally. The move can be executed before or after the casting.
If Mount moves before and after Spell Casting	Make a **concentration** Check at DC 10 + spell level or lose the spell.
If Mount is running (quadruple speed)	You cast spell halfway through run. Make a **concentration** check at DC 15 + spell level or lose the spell.

Demoralize   *standard action*
target must be within 30 ft. and can clearly see and hear you

1	Roll	Target's DC = 10 + hit dice + Wis modifier.
2	Effect	**Succeed:** target is shaken for 1 round plus 1 more for each 5 points the check result beats the DC

Check Modifiers	Bonus
Intimidator is larger than target	+4 bonus
Intimidator is smaller than target	-4 penalty
Has **Persuasive** feat	+2 bonus (+4 if the user has 10+ ranks in Intimidate).
Has **Intimidating Prowess** feat	+Strength modifier.
Intimidator is a half-orc	+2
Intimidator is an Enchanter (Enchanting Smile)	+2 enhancement bonus plus +1 for every 5 wizard levels (max +6)
Bard with Comedy, Keyboard Instruments, or Percussion Performance skill	**Optional: The TOTAL skill bonus** replaces the Intimidate skill bonus.
Barbarian uses Intimidating Glare	becomes a move action and the foe is shaken for 1d4 + 1 per 5 points exceeded.

Combat Maneuvers 1

Combat Maneuver Bonus: *Base Attack Bonus + Str modifier + size modifier*

✦ Some feats and abilities grant a bonus when performing specific maneuvers.
✦ A CMB attack automatically hits if the target is incapacitated, **immobilized**, or **unconscious**. (treat as a nat. 20 on the roll).
✦ Add a +4 bonus if the target is **stunned**.
✦ Apply damage from any **AoO** drawn by you from the target as a **penalty**.
✦ Apply any concealment modifiers as needed and any bonuses applicable from spells, feats, and other effects

Combat Maneuver Defense: *10 + Base Attack Bonus + Str modifier + Dex modifier + size modifier*

✦ Some feats and abilities grant a bonus when resisting specific maneuvers.
✦ A creature can also add any circumstance, deflection, dodge, insight, morale, profane, and sacred bonuses to AC to its CMD.
✦ Any penalties to a creature's AC also apply to its CMD.
✦ A **flat-footed** creature does not add its Dexterity bonus to its CMD.

Maneuver Resolution

✦ Roll a d20 and add the CMB and all bonuses. If the roll equals or exceeds the target's CMD, the maneuver succeeds.
✦ A natural 20 is always a success (excpet when escaping from bonds).
✦ A natural 1 is always a failure.

Size Mod		Ability Mod (Str or Dex)			
Colossal	+8	0-1	-5	18-19	+4
Gargantuan	+4	2-3	-4	20-21	+5
Huge	+2	4-5	-3	22-23	+6
Large	+1	6-7	-2	24-25	+7
Medium	+0	8-9	-1	26-27	+8
Small	-1	10-11	+0	28-29	+9
Tiny	-2	12-13	+1	30-31	+10
Diminutive	-4	14-15	+2	32-33	+11
Fine	-8	16-17	+3	34-35	+12

Bull Rush ↗

one size category larger or less   *standard action*
                                          or part of a charge

1	Resolve AoO	Resolve **AoO** from the target. The **Improved Bull Rush** feat (or similar ability) avoids drawing **AoO**.
2	Roll	Subtract any target's **AoO damage on the roll**.
3	Effect	**Success:** Push the target back 5 feet plus 5 more feet for each 5 by which the roll exceeds the CMD. You can move with the target if you have movement left. **Fail:** Your move ends in front of the target.

✦ You cannot bull rush a target into a solid square or obstacle.
✦ You add **+2** if you are **Charging.**
✦ The **defender** gains a **+4 bonus** if he has more than two legs or is otherwise exceptionally stable.
✦ The defender does not provoke **AoO** if he is moved unless you have the *Greater Bull Rush* feat.
✦ If another creature is in the way, you must Bull Rush that one at a -4 penalty and you can move both the lesser of the new distances or the remaining left from the first Bull Bush.

Pinned: You are tightly bound

✦ You cannot move, are **flat-footed** and suffer a **-4 penalty** to your **AC**.
✦ You may try to free yourself, or take verbal or mental actions.
✦ You can cast a spell without **somatic** or **material** components, but it requires a **concentration** check (DC 10 + grappler's CMB + spell level) or it is lost.

Disarm ↗   *melee attack*

1	Resolve AoO	Resolve **AoO** from the target. The **Improved Disarm** feat (or similar ability) avoids drawing **AoO**.
2	Roll	Subtract any target's **AoO damage on the roll**.
3	Effect	**Success:** The target drops one item it holds (your choice) even if it is held 2-handed. Success by 10 or more means both hands drop their items. **Fail by 10 or more:** You drop the weapon you used to disarm your foe.

✦ You suffer a -4 penalty if you are unarmed, but you can automatically pick up the dropped item if you succeed.

Grapple ↗   *standard action*

1	Resolve AoO	Resolve **AoO** from the target. The **Improved Grapple** feat (or similar ability) avoids drawing **AoO**.
2	Roll	Subtract any target's **AoO damage on the roll**. Allies can **Aid Another** for the grappler
3	Effect	**Success:** You and the target gain the *grappled* condition. If not adjacent, move the target to an adjacent open space (or the grapple fails).

✦ You suffer a **-4 penalty** if you do not have **two hands free** to grapple.
✦ You may release your **Grapple** as a **Free Action**, your target cannot.

Maintain a Grapple   *standard action*

1	Roll	Add a **+5 circumstance bonus** to any rolls after the first **Maintain** check. Suffer a **-10 penalty** if the target is only *grappled* and you are attempting to **Tie Up** with ropes.
2	Effect	**Success:** The grapple continues. You may do one of these: **Move:** up to 1/2 your speed and place the target adjacent to you. Placing the target into a hazardous square allows a free attempt to break the grapple (+4 bonus). **Damage:** equal to your unarmed strike, natural attack, or an attack made with armor spikes or a light 1-handed weapon (you choose lethal or non-lethal). **Pin:** The target gains the *pinned* condition (see below). The grappler loses his Dex bonus to AC. **Tie Up:** If *pinned*, *restrained*, or *unconscious*, the target can be tied up. The escape DC is 20 + your CMB bonus. He cannot escape if the DC exceeds 20 + his CMB, even with a natural 20.

Break a Grapple or Pin   *standard action*

1	Roll	Use **CMB** or **Escape Artist** check vs. **grappler's CMD**. Multiple creatures can **Aid Another** to help break.
2	Effect	**Success if Grappled:** You may break the grapple, become the grappler instead or take any action requiring one hand to perform against any target within your reach (such as cast a spell or attack with a 1-hand light weapon). **Success if Pinned:** You may break the *pinned* and *grappled* conditions.

Grappled: You are restrained.

✦ You cannot move or use **Stealth** to hide and cannot threaten for **AoO.**
✦ You take a **-4 penalty** to Dexterity and a **-2 penalty** on all **attacks** and **CMB** checks except those used to grapple or escape.
✦ You cannot perform two-handed actions.
✦ If **Invisible**, you gain a **+2 circumstance bonus** on your **CMD** to avoid being grappled.
✦ Casting a spell requires a **concentration** check (DC 10 + grappler's CMB + spell level) or it is lost.

Combat Maneuvers 2

Combat Maneuver Bonus: *Base Attack Bonus + Str modifier + size modifier*

- ✦ Some feats and abilities grant a bonus when performing specific maneuvers.
- ✦ A CMB attack automatically hits if the target is incapacitated, **immobilized**, or **unconscious**. (treat as nat. 20 on the roll).
- ✦ Add a +4 bonus if the target is **stunned**.
- ✦ Apply damage from any **AoO** drawn by you from the target as a **penalty**.
- ✦ Apply any concealment modifiers as needed and any bonuses applicable from spells, feats, and other effects

Combat Maneuver Defense: *10 + Base Attack Bonus + Str modifier + Dex modifier + size modifier*

- ✦ Some feats and abilities grant a bonus when resisting specific maneuvers.
- ✦ A creature can also add any circumstance, deflection, dodge, insight, morale, profane, and sacred bonuses to AC to its CMD.
- ✦ Any penalties to a creature's AC also apply to its CMD.
- ✦ A **flat-footed** creature does not add its Dexterity bonus to its CMD.

Maneuver Resolution

- ✦ Roll a d20 and add the CMB and all bonuses. If the roll equals or exceeds the target's CMD, the maneuver succeeds.
- ✦ A natural 20 is always a success (excpet when escaping from bonds).
- ✦ A natural 1 is always a failure.

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Colossal	+8	0-1	-5	18-19	+4
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Tiny	-2	12-13	+1	30-31	+10
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Fine	-8	16-17	+3	34-35	+12

Overrun ↗   *standard action*
one size category larger or less   *or part of a charge*

1	Avoid?	The target can choose to avoid you, allowing you to move through its square without requiring an attack. If you have the **Trample** feat, the target cannot avoid.
2	Resolve AoO	Resolve **AoO** from the target. The **Improved Overrun** feat (or similar ability) avoids drawing **AoO**.
3	Roll	Subtract any target's **AoO damage on the roll**. Add +2 to the target's DC for each additional leg it has.
4	Effect	**Success:** You move through the target's space. If your roll exceeds his CMD by 5, the target is also knocked prone - if you have the **Trample** feat, your mount gets a single hoof attack at the standard +4 bonus (prone). **Fail:** Your move ends in front of the target or in the nearest open space in front of any occupying creatures in front of the target.

Sunder ↗   *attack action or melee attack*

1	Resolve AoO	Resolve **AoO** from the target. The **Improved Sunder** feat (or similar ability) avoids drawing **AoO**.
2	Roll	Subtract any target's **AoO damage on the roll**.
3	Effect	**Success:** You damage the item normally. If the damage can reduce the item to 0 hit points, you can choose to destroy it or leave it broken with 1 hit point.

Trip ↗   *melee attack*
one size category larger or less

1	Resolve AoO	Resolve **AoO** from the target. The **Improved Trip** feat (or similar ability) avoids drawing **AoO**.
2	Roll	Subtract any target's **AoO damage on the roll**. Add +2 to the target's DC for each additional leg it has. Oozes, creatures without legs and flying creatures cannot be tripped.
3	Effect	**Success:** The target is knocked prone. **Fail by 10 or more:** You are knocked prone.

Weapon/Armor Hardness and Hit Points

Weapon or Shield	Hardness [1]	HP [2,3]
Light Blade (short sword)	10	2
1H Blade (longsword)	10	5
2H Blade, Light metal-hafted Weapon	10	10
1H metal-hafted weapon (heavy mace)	10	20
Light hafted weapon (handaxe)	5	2
1H hafted weapon, Projectile weapon	5	5
2H hafted weapon (greataxe)	5	10
Armor	special [4]	AC bonus x5
Buckler	10	5
Light wooden shield	5	7
Heavy wooden shield	5	15
Light steel shield	10	10
Heavy steel shield	10	20
Tower shield	5	20

1 Add +2 for each +1 enhancement bonus of magic items

2 Add 10 hp for each +1 enhancement bonus of magic items

3 Medium armor, weapons, and shields. Divide by 2 for each size category smaller than Medium, or multiply by 2 for each size category larger than Medium.

4 Varies by material; see Table: Substance Hardness and Hit Points

Item Hardness and Hit Points

- ✦ Subtract the item's hardness from the damage before deducting from the object's hit points .
- ✦ Objects with less than 1/2 their hit points gain the **broken** condition.
- ✦ When an object's hit points reach 0, it's **destroyed**.
- ✦ **Acid** and **sonic** attacks deal normal damage to most objects. **Electricity** and **fire** attacks deal 1/2 damage. **Cold** attacks deal 1/4 damage. This damage is reduced **BEFORE** the hardness is applied.
- ✦ **Ranged** weapon damage is halved **BEFORE** the hardness is applied.
- ✦ Objects are immune to non-lethal damage and critical hits.
- ✦ Some unique or special attacks may deal double their normal damage and may ignore the object's hardness.

Broken Condition

- ✦ **Weapon,**: attacks made with the item suffer a –2 penalty on attack and damage rolls. They only score a critical hit on a nat. 20, dealing ×2 damage on a confirmed critical hit.
- ✦ **Armor or Shield**: the bonus to AC is halved and doubles the armor check penalty on skills.
- ✦ A tool: any skill check made with the item takes a –2 penalty.
- ✦ Wand or Staff, it uses up twice as many charges when used.
- ✦ Magical Items: can only be repaired with a mending or make whole spell cast with a caster level equal to or higher than the item's.
- ✦ Mundane items: can be repaired magically, or through the Craft skill used to create it (DC 20 Craft check and 1 hour of work per point of damage to be repaired).

Channel Energy

Channel Positive Energy   *standard action*
Clerics must be able to present a holy symbol

1	Calculate DC	For situations requiring a Saving Throw, calculate the Saving Throw DC as: **10 + 1/2 caster level + Cha modifier** (or use the Energy Damage and Will DC table). Add +2 to the DC if you have the **Improved Channel** feat.
2	Unleash Energy	You unleash a burst of Positive energy in a 30-ft. radius. This power may be used 3 + Charisma modifier times a day.
3	Effect	Based on available feats, you may do one of the following (you may always choose to damage or heal): **Damage:** All undead in the burst must make a Will Save or take 1d6 points of damage plus 1d6 points of damage for every two cleric levels beyond 1st. Succeeding the Will Save halves the damage. The Will Save roll gains a bonus equal the target's Channel Resistance bonus. **Heal:** All living creatures in the burst heal 1d6 hit points plus 1d6 hit points of for every two cleric levels beyond 1st. Healed creatures can only be healed up to their maximum hit point value. **Turn Undead**: All undead in the burst must make a Will save or **flee** (as if **panicked**) for 1 minute. A successful Will save negates this effect, Intelligent creatures may attempt a Saving Throw every round. If you are a 20th level Necromancer or above, the targets cannot add their channel resistance to save.

Channel Negative Energy   *standard action*
Clerics must be able to present an unholy symbol

1	Calculate DC	For situations requiring a Saving Throw, calculate the Saving Throw DC as: **10 + 1/2 caster level + Cha modifier** (or use the Energy Damage and Will DC table). Add +2 to the DC if you have the **Improved Channel** feat.
2	Unleash Energy	You unleash a burst of Negative energy in a 30-ft. radius. This power may be used 3 + Charisma modifier times a day.
3	Effect	Based on available feats, you may do one of the following (you may always choose to damage or heal): **Damage:** All living creatures in the burst must make a Will Save or take 1d6 points of damage plus 1d6 points of damage for every two cleric levels beyond 1st. Succeeding the Will Save halves the damage. The Will Save roll gains a bonus equal the target's Channel Resistance bonus. **Heal:** All undead creatures in the burst heal 1d6 hit points plus 1d6 hit points of for every two cleric levels beyond 1st. Healed creatures can only be healed up to their maximum hit point value. **Command Undead**: Enslave undead within 30 ft.. The undead may make a Will Save to avoid the enslavement. Those failing fall under your control and obey your commands as best as possible, as if under the effects of control undead. Intelligent undead receive a new Saving Throw to resist each day. You can control any number of undead, so long as their total hit dice do not exceed your cleric level. If the undead creature is under the control of another creature, you must make an opposed Charisma check whenever your orders conflict.

Energy Damage and Will DC Table

Channeler Level	Damage	Will Save DC
1	1d6	10 + Cha mod
2	1d6	11 + Cha mod
3	2d6	11 + Cha mod
4	2d6	12 + Cha mod
5	3d6	12 + Cha mod
6	3d6	13 + Cha mod
7	4d6	13 + Cha mod
8	4d6	14 + Cha mod
9	5d6	14 + Cha mod
10	5d6	15 + Cha mod
11	6d6	15 + Cha mod
12	6d6	16 + Cha mod
13	7d6	16 + Cha mod
14	7d6	17 + Cha mod
15	8d6	17 + Cha mod
16	8d6	18 + Cha mod
17	9d6	18 + Cha mod
18	9d6	19 + Cha mod
19	10d6	19 + Cha mod
20	10d6	20 + Cha mod

Selective Channeling
✦ You can choose a number of targets in the burst area up to your Charisma modifier to avoid the channeled energy's effects.

Channel Smite (Combat)
✦ Before you make a melee attack roll, you can choose to spend one use of your channel energy ability as a swift action to add your energy damage to the weapon damage if you hit. Your target can make a Will save, as normal, to halve this additional damage.
✦ If your attack misses, the channel energy ability is still expended with no effect.

Movement

Movement Basics

- ✦ Speed is determined by race and armor (see Tactical Speed). Your unarmored speed is your base land speed.
- ✦ A character encumbered by carrying a large amount of gear, treasure, or fallen comrades may move slower than normal.
- ✦ Terrain, obstacles, or poor visibility can hamper movement.
- ✦ Generally, you can move your speed in a round and still do something (take a move action and a standard action).
- ✦ If you do nothing but move, you can move 2x your speed.

Bonuses to Speed

- ✦ A **barbarian** has a **+10 ft.** (2 squares) bonus to his speed (unless he's wearing heavy armor).
- ✦ Unarmored, experienced **monks** have higher speed.
- ✦ Always apply any modifiers to a character's speed before adjusting the speed based on armor or encumbrance
- ✦ Multiple bonuses to speed of the same type don't stack.

Measuring Distance

- ✦ **Diagonals:** When measuring distance, the first diagonal counts as 1 square, the second counts as 2 squares, the third counts as 1, the fourth as 2, and so on.
- ✦ You can't move diagonally past a corner (even by taking a 5-foot step). You can move diagonally past a creature, even an opponent.
- ✦ You can move diagonally past other impassable obstacles, such as pits.
- ✦ **Closest Creature:** When it's important to determine the closest square or creature to a location, if two squares or creatures are equally close, randomly determine which one counts as closest by rolling a die.

Moving through a Square

- ✦ **Friend:** You can move through a square occupied by a friendly character, unless you are **charging**. The friendly character doesn't provide you with cover.
- ✦ **Opponent:** You can only move through a square occupied by a helpless opponent without penalty. Some creatures, (very large ones) may present an obstacle even when helpless.
- ✦ **Ending Your Movement**: You can't end your movement in the same square as another creature unless it is helpless.
- ✦ **Overrun:** You can attempt to move through an opponent.
- ✦ **Tumbling:** A trained character can attempt to **Tumble** through a square occupied by an opponent.
- ✦ **Very Small Creature:** A Fine, Diminutive, or Tiny creature can move into or through an occupied square. The creature provokes AoO.
- ✦ **Creatures Three Sizes Larger or Smaller:** You can move through a square occupied by a creature three size categories larger than you. Big creatures can move through squares with creatures three size categories smaller.
- ✦ **Exceptions:** A creature that completely fills the squares it occupies **cannot** be moved past.

Mount or Dismount from a Steed   *move action*

- ✦ **Fast Mount or Dismount:** This is a **free action** with a DC 20 **Ride** check (your **armor check penalty**, if any, applies to this check). If you fail, this is a **move action** instead.

Tactical Speed		
Race	No Armor or Light Armor	Medium or Heavy Armor
human, elf, half-elf, half-orc	30 ft. (6 squares)	20 ft. (4 squares)
Dwarf	20 ft. (4 squares)	20 ft. (4 squares)
Halfling, gnome	20 ft. (4 squares)	15 ft. (3 squares)

Difficult Terrain

- ✦ **Difficult Terrain:** Each square counts as 2 squares of movement (diagonal moves count as 3 squares).
- ✦ You can't **run** or **charge** across difficult terrain.
- ✦ If you occupy multiple squares, you can move only as fast as the most difficult terrain will allow.

Water

- ✦ If you have *freedom of movement* effects or a listed **swim speed**, your movement speed is normal.
- ✦ A successful **swim** check lets you move **1/4** speed as a **move action** or **1/2** speed as a **full-round** action.
- ✦ You may move at 1/2 speed if you are on **firm footing**.

Obstacles

- ✦ A hampering obstacle (square not completely blocked) counts as 2 squares of movement. You must have enough movement to cross the barrier and move into the far square, or you can't cross the barrier.
  - ➤ Some obstacles may also require a skill check to cross.
- ✦ Blocking obstacles prevent a character from moving through.
- ✦ Flying and incorporeal creatures can avoid most obstacles

Squeezing

- ✦ You can squeeze through or into a space that is at least half as wide as your normal space. Each move counts as if it were 2 squares, and while squeezed, you take a **-4 penalty** on attack rolls and a **-4 penalty to AC**.
- ✦ When a Large creature squeezes into a single square, the creature's miniature figure occupies 2 squares, centered on the line between the two squares. Do likewise for bigger creatures.
- ✦ A creature can squeeze past an opponent while moving.
- ✦ Squeezing through or into a space less than half your space's width requires the **Escape Artist** skill.
  - ➤ You can't attack, you take a **-4 penalty to AC**, and you lose any Dexterity bonus to AC.

Move 5 Feet in Difficult Terrain ⚉   *full-round action*

- ✦ If you don't have sufficient speed even to move 5 feet, you may spend a **full-round** action to move 5 feet in any direction.
- ✦ This provokes **AoO**.

Special Movement Rules

- ✦ Accidentally Ending in an Illegal Space: Put your miniature in the last legal position you occupied, or the closest legal position, if there's a legal position that's closer.
- ✦ Double Movement Cost: Hampered movement usually costs double. For example, each square of movement through difficult terrain counts as 2 squares, and each diagonal move through such terrain counts as 3 squares (just like two diagonal moves).
  - ➤ If movement cost is doubled twice, each square counts as 4 squares (6 if diagonal). If doubled three times, each square counts as 8 squares (12 if diagonal) and so on.

Attack Modifiers *(and some Damage Information)*

Melee Attack Bonus: *Base Attack Bonus + Str modifier + Attack size modifier + other modifiers*

Ranged Attack Bonus: *Base Attack Bonus + Dex modifier + Attack size modifier + Range Penalty + other modifiers*

Combat Maneuver Bonus: *Base Attack Bonus + Str modifier + CMB size modifier + other modifiers*

Base Attack Bonus	*multiple attacks shown after slashes*		
Level	**Barbarian, Fighter, Paladin Ranger,** *warrior*	*aristocrat,expert* **Bard, Cleric Druid, Monk Rogue**	*adept commoner* **Sorceror Wizard**
1	+1	+0	+0
2	+2	+1	+1
3	+3	+2	+1
4	+4	+3	+2
5	+5	+3	+2
6	+6/+1	+4	+3
7	+7/+2	+5	+3
8	+8/+3	+6/+1	+4
9	+9/+4	+6/+1	+4
10	+10/+5	+7/+2	+5
11	+11/+6/+1	+8/+3	+5
12	+12/+7/+2	+9/+4	+6/+1
13	+13/+8/+3	+9/+4	+6/+1
14	+14/+9/+4	+10/+5	+7/+2
15	+15/+10/+5	+11/+6/+1	+7/+2
16	+16/ +11/+6/+1	+12/+7/+2	+8/+3
17	+17/ +12/+7/+2	+12/+7/+2	+8/+3
18	+18/ +13/+8/+3	+13/+8/+3	+9/+4
19	+19/ +14/+9/+4	+14/+9/+4	+9/+4
20	+20/ +15/+10/+5	+15/+10/+5	+10/+5

Attk Size Mod		CMB Size Mod		Ability Mod (Str or Dex)			
Colossal	-8	Colossal	+8	0-1	-5	18-19	+4
Gargantuan	-4	Gargantuan	+4	2-3	-4	20-21	+5
Huge	-2	Huge	+2	4-5	-3	22-23	+6
Large	-1	Large	+1	6-7	-2	24-25	+7
Medium	+0	Medium	+0	8-9	-1	26-27	+8
Small	+1	Small	-1	10-11	+0	28-29	+9
Tiny	+2	Tiny	-2	12-13	+1	30-31	+10
Diminutive	+4	Diminutive	-4	14-15	+2	32-33	+11
Fine	+8	Fine	-8	16-17	+3	34-35	+12

Other Modifiers

✦ If a situation isn't listed, apply a modifier from -4 to +4 to the throw, with -2 to +2 being the most common modifier.

✦ Obscured vision, like smoke, grants a target **concealment (20% miss chance)**.

✦ All opponents have **total concealment** from **blinded** creatures.

✦ **Total concealment** provides a 50% miss chance in combat.

Special Materials *(condensed)*

✦ **Adamantine: +1 bonus** on attack rolls. When **Sundering**, ignores any hardness less than 20. Bypasses **DR** of **Constructs** and **Golems**. Always of **Masterwork (mw)** quality.

✦ **Iron, Cold:** bypasses **DR** of **fey** and **demons plus others**.

✦ **Silver, Alchemical:** Attack does **-1 penalty to damage except blunt weapons**, with a minimum of **1**. Bypasses **DR** of **lycanthropes, devils, vampires and more**.

Attack Roll Modifiers		
Attacker situation...	**Melee**	**Ranged**
Aided by other characters. Cumulative for each character **aiding** the **Attack Roll**	+2	+2
Charging	+2	-
Dazzled	-1	-1
Dealing lethal damage with a non-lethal weapon	-4	-4
Dealing non-lethal damage with a lethal weapon	-4	-4
Energy drained. (penalty per level drained)	-1	-1
Entangled (**Dex**-based attacks have **extra -2 penalty**)	-2	-2
Fighting Defensively	-4	-4
Flanking the target (rogues can sneak attack)	+2	-
Grappling: using unarmed strike, light weapon, natural weapon or opponent's weapon.	-4	-
Has **Point Blank Shot** and target is within 30 ft.	-	+1
Has **Weapon Focus** with the given weapon. If has **Greater Weapon Focus** add **+1** more	+1	+1
Invisible (unless defender is blind).	+2	+2
Non-proficient with armor worn. Use the armor check penalty as the penalty.	varies	
Non-proficient with the weapon used.	-4	-4
On higher ground (above the defender)	+1	-
Prone (shuriken and crossbows can be used, other ranged weapons cannot).	-4	-
Shaken or Frightened	-2	-2
Shooting or Throwing - this is a cumulative penalty for each range increment crossed.	-	-2
Shooting into melee without **Precise Shot** feat	-	-4
Shooting in severe winds, rain, sleet, ice, etc.		-4
Squeezing through a space	-4	-4
Swimming: using slashing or bludgeoning weapon without benefit of *freedom of movement* effects (tail weapon on a creature with **swim** speed ignores penalty)	-2	-
Target is **off balance** (ie. failed **swim** check)	+2	+2
Using an improvised weapon	-4	-4
Using a **Masterwork** weapon	+1	+1
Using a **Magic** Weapon	varies	
Using a wrong-sized weapon (cumulative per size category difference).	-2	-2
Using a Spell	varies	
Using a Tower Shield w/Tower Shield feat (cannot bash)	-2	-
Using a Tower Shield (cannot bash)	-10	-
Target is denied Dex Bonus. Use flat-footed AC and rogues can sneak attack.		

Massive Damage: *(optional)*

✦ If a **SINGLE** attack deals half your total hit points (50 points minimum) or more and you are still alive, make a **DC 15 Fortitude** saving throw or die regardless of current hit points.

Damage Reduction (DR)

✦ Listed as **DR** x/y where x is a number representing how much damage is ignored. y will indicate a vulnerabilty where use of such a weapon or situation negates the Damage Reduction.

Armor Class

Base Armor Class

10 + size modifier + Dex modifier + armor bonus + shield bonus + deflection bonus + insight bonus + natural armor bonus + dodge bonuses + other modifiers.

Touch Armor Class

base armor class - armor bonus - shield bonus - natural armor bonus

Flat-Footed (or Dex-less) Armor Class

base armor class - Dex bonus - dodge bonus
Barbarians and rogues do not lose their Dex bonus.

Dodge Bonuses *(bonuses stack)*

✦ Your Dodge bonus is denied on denial of Dex bonus.

Special Materials *(condensed)*

✦ **Adamantine:** Has **Damage Reduction**; light armor: **1/-**, medium: **2/-**, heavy: **3/-**. Armor Check Penalty is reduced by 1.
✦ **Darkwood:** half as heavy as normal wood. Armor Check Penalty is reduced by 2.
✦ **Dragonhide:** Druids can wear it without penalty.
✦ **Mithral:** Armor is 1 category lighter, except light. Spell Fail chance is reduced by 10%, Max Dexterity Bonus is increased by 2 and Armor Check penalties are reduced by 3 (min. of 0). Half as heavy as a normal item.

Armor Class Modifiers

Defender situation	Melee	Ranged
Balancing, Running, Climbing (without climb speed), Feinted by a foe.	+0	+0
Blinded	-2	-2
Covered (+2 bonus on Reflex saves)	+4	+4
Covered, Improved Cover (+4 bonus on Reflex saves, +10 on Stealth checks, and benefits of **evasion**)	+8	+8
Covered, Limited Cover (+1 bonus on Reflex saves)	+2	+2
Cowering	-2	-2
Entangled (Take a Dex penalty of -4)	+0	+0
Fighting defensively	+2	+2
Grappling (but the attacker isn't)	+0	+0
Helpless or **Pinned** (Treat Dex as 0 (-5 AC) against attackers (not the pinner if pinned))	-4	+0
Kneeling or sitting	-2	+2
Off Balance (ie. failed **swim** check)	+0	+0
Prone	-4	+4
Squeezing	-4	-4
Squeezing (space is less than half normal; requiring DC 30 **Escape Artist** check)	-4	-4
Stunned	-2	-2
Total Defense	+4	+4
Highlighted - Defender is denied Dexterity bonus to AC. Use Flat-footed AC		

Armor

medium and heavy loads affect Max Dex, Armor Check Penalties and Speeds

	Armor	Cost in gp	AC Bonus	Max Dex Load Max m/h: +3/+1	Armor check Penalty [5] Load m/h: -3/-6	Spell Fail %	Speed Reduction Effects (30 ft)	(20 ft)	Weight in lb. [1]
Light Armor	Padded	5	+1	+8	0	5%	30 ft	20 ft	10
	Leather	10	+2	+6	0	10%	30 ft	20 ft	15
	Studded leather	25	+3	+5	-1	15%	30 ft	20 ft	20
	Chain shirt	100	+4	+4	-2	20%	20 ft	20 ft	25
Medium Armor	Hide	15	+4	+4	-3	20%	20 ft	15 ft	25
	Scale mail	50	+5	+3	-4	25%	20 ft	15 ft	30
	Chainmail	150	+6	+2	-5	30%	20 ft	15 ft	40
	Breastplate	200	+6	+3	-4	25%	20 ft	15 ft	30
Heavy Armor	Splint mail	200	+7	+0	-7	40%	20 ft [2]	15 ft [2]	45
	Banded mail	250	+7	+1	-6	35%	20 ft [2]	15 ft [2]	35
	Half-plate	600	+8	+0	-7	40%	20 ft [2]	15 ft [2]	50
	Full plate	1,500	+9	+1	-6	35%	20 ft [2]	15 ft [2]	50
Shields	Buckler	15	+1		-1	5%			5
	Shield, light wooden	3	+1		-1	5%			5
	Shield, light steel	9	+1		-1	5%			6
	Shield, heavy wooden [4]	7	+2		-2	15% [4]			10
	Shield, heavy steel [4]	20	+2		-2	15% [4]			15
	Shield, tower [3,4]	30	+4 [3]	+2	-10	50% [4]			45
Extras	Armor spikes	+50							+10
	Gauntlet, locked	8			Special	see note 4			+5
	Shield spikes	+10							+5

Dexterity Modifiers

0-1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	+0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6
24-25	+7
26-27	+8
28-29	+9
30-31	+10
32-33	+11
34-35	+12
and so on...	

Size Mod

Colossal	-8
Gargantuan	-4
Huge	-2
Large	-1
Medium	+0
Small	+1
Tiny	+2
Diminutive	+4
Fine	+8

1 Weights are for Medium-sized armor. Armor fitted for Small characters weighs half as much, and for Large characters, twice as much.

2 When running in heavy armor, you move only triple your speed, not quadruple.

3 A tower shield can grant **total cover**. You give up all your attacks. It does not cover against targeted spells; a spellcaster can cast a spell on you by targeting the shield you are holding. You cannot bash with a tower shield, nor can you use your shield hand for anything else.

4 Your hand is not free. You cannot use it to cast spells or any other action.

5 Masterwork and Magic armor reduce Armor Check Penalties by 1. Masterwork armor is 150 gp more. It must be added at creation.

Damage

Heat Dangers

✦ Suffering non-lethal damage from heat **fatigues**.
✦ In the heat (above 90° F), make a **Fortitude** save per hour (DC 15, + 1 per previous check) or take 1d4 points nonlethal damage. **Survival** skill adds bonuses. Wearing heavy clothing or armor gives a **-4 penalty** on saves.
✦ In severe heat (above 110° F), make a check every 10 minutes.
  ➤ unconscious characters take 1d4 damage every 10 minutes.
✦ Extreme heat (over 140° F) deals 1d6 points of lethal damage per minute (no save). Make a Fortitude save (DC 15, +1 per previous check) every 5 minutes or take 1d4 points nonlethal damage. Clothing penalties apply. Metal armor damages:

Round	Metal Temperature	Damage
1	Warm	none
2	Hot	1d4 points
3+	Searing	2d4 points

✦ Boiling water splashes do 1d6 scalding damage.
✦ Boiling water immersion does 10d6 damage per round.

Fire and Lava

✦ Mak a **DC 15 Reflex** save or take 1d6 damage immediately. Make a **Reflex** save the next round or suffer another 1d6. A save puts the fire out. Immersing in water also puts it out.
✦ Rolling on the ground or smothering the fire adds **+4 bonus** to the Reflex save.
✦ Make **DC 15 Reflex** saves for each piece of **flammable clothing or equipment**. Fail: take the same damage as the owner.
✦ **Lava** deals 2d6 damage per round unless immersed, then 20d6.
✦ **Magma** damage continues 1d3 rounds after exposure but at half damage (1d6 and 10d6).
✦ Immunity to fire provides immunity to lava or magma.

Smoke Effects

✦ In Heavy smoke, make a **Fortitude** save (DC 15, + 1 per previous check) or spend round choking and coughing.
✦ Two consecutive choking rounds does 1d6 nonlethal damage.
✦ Smoke provides **concealment**.

Water Dangers

✦ In fast-moving water, make a **DC 15 Swim** or **Strength** check or take 1d3 nonlethal damage per round (1d6 lethal if flowing over rocks and cascades). On a fail, make another check to avoid going under.
✦ Take 1d6 water pressure damage for each 100 feet below the surface per minute. A successful **Fortitude** save (DC 15, +1 for each previous check) avoids damage that minute.
✦ Very cold water deals 1d6 nonlethal damage per minute.

Drowning and Suffocation

✦ You can hold your breath for **Constitution** rounds, then make a (DC 10, + 1 per previous check) to continue.
✦ On the first fail, you fall to 0 hp. The next round, you are at -1 hp and dying. The third round results in death.

Acid Effects

✦ Acid splashes do 1d6 damage per round of exposure.
✦ Acid immersion deals 10d6 points of damage per round.
✦ Acid fumes near the source do 1 point of **Constitution** damage unless a **DC 13 Fortitude** save is made. Make a second save 1 minute later or suffer 1d4 points more.

Damage Basics

✦ A hit always deals at least **1 point** of damage.
✦ Add your **Strength** bonus for melee or thrown weapons..
✦ Strength penalties, but **not** bonuses, apply on normal bows.
✦ **off hand** weapon damage adds **1/2 your Strength** bonus
✦ **two-handed** weapon damage adds 1-1/2 times your **Strength** bonus, unless you are using a **light** weapon with two hands.
✦ **Damage in water** is 1/2 normal UNLESS you have *freedom of movement* effects or you have **swim speed** and you are attacking with a tail.
✦ **If** you multiply damage by some factor, like a critical hit, roll (damage+modifiers) multiple times and total the results.
✦ When you multiply damage more than once, each multiplier works off the original, unmultiplied damage.
✦ Extra damage dice over and above a weapon's normal damage are never multiplied (like the rogue **sneak attack**).
✦ **Damage Reduction**: listed as **DR** x/y where x represents how much damage is ignored. y indicates vulnerabilties where use of such a weapon or situation negates the DR.

Cold Dangers

✦ Unprotected characters in the cold (below 40° F) make a **Fortitude** save per hour (DC 15, + 1 per previous check) or take 1d6 nonlethal damage. Survival skill helps.
✦ In severe weather, check every 10 minutes (same rolls).
  ➤ Winter clothing reduces the check to once an hour.
✦ Suffering non-lethal damage from cold or exposure **fatigues**.
✦ Extreme cold (below -20° F) deals 1d6 points of lethal damage per minute (no save). Characters also make a **Fortitude** save (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing metal armor suffer the following:

Round	Metal Temperature	Damage
1	Cold	none
2	Icy	1d4 points
3+	Freezing	2d4 points

Falling

✦ Take 1d6 points of damage per 10' fallen, maximum of 20d6.
✦ Deliberate jumping treats the first 1d6 as non-lethal.
✦ A **DC 15 Acrobatics** check avoids damage from first 10 feet and makes the next 10 feet deliver non-lethal damage.
✦ Falling onto yielding surfaces converts the first 1d6 of damage to non-lethal. This is cumulative with **Acrobatics**.
✦ When jumping into water at least 10 feet deep, the first 20 feet of falling does no damage. The next 20 feet does nonlethal (1d3 per 10-foot increment). Beyond that, lethal damage (1d6 per additional 10-foot increment).
✦ Divers making a **DC 15 Swim** or **Acrobatics** check take no damage so long as the water is 10 feet deep for every 30 feet fallen. Add **+5 DC** for every 50 feet of the dive.
✦ Falling objects: for each 200 lbs, deal 1d6 points per 10 foot increment. Max 20d6 damage.
✦ Objects less than 5 lb. do no damage, **ever**.
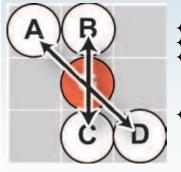✦ Consult the falling object table for items 1-200 lbs.

Falling Object Table (distance increments for 1d6 damage)			
weight (lb)	distance	weight (lb)	distance
200-101	20 ft	30-11	50 ft
100-51	30 ft	10-6	60 ft
51-31	40 ft		

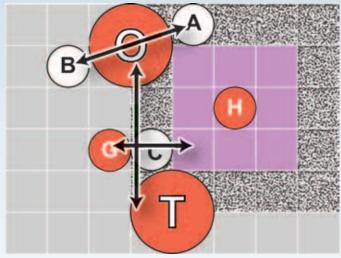# Concealment, Flanking

Flanking

✦ Creatures with a **reach** of 0 feet can't flank an opponent.
✦ When making a **melee attack**, you get a **+2 flanking bonus** if your opponent is **threatened** by a character or creature friendly to you on the opponent's **opposite border** or **opposite corner**.
✦ When in doubt about flanking, trace an imaginary line between the two friendly characters' centers. If the line passes through opposite borders of the opponent's space (including corners of those borders), then the opponent is flanked.
✦ If a flanker takes up more than 1 square, it gets the flanking bonus if any square it **occupies** counts for flanking.
✦ Only a creature or character that **threatens** the defender can help an attacker get a flanking bonus. In general, if you are denied your **Dex bonus to AC**, you are probably not **threatening (stunned, flat-footed, dazed, blinded, etc.)**.

Basic Flanking

✦ **B** and **C** are flanking
✦ **A** and **D** are flanking
✦ **A** and **C** do not flank. The line crosses the bottom border of the enemy, but not the top border.
✦ **B** and **D** also do not flank.

Large Creatures and Reach

✦ **H** and **G** flank **C** because **H** has extended his threat border through the **reach** weapon he is using. He effectively "**occupies**" 9 squares. He gets the flanking bonus if any square he occupies counts for flanking.
✦ If **B** and **H** were friendly, then they would flank **O**.
✦ Since **H** is using a **reach** weapon, he will not be able to attack anyone within the purple zone with that weapon (9 squares around him). His threatening area is the textured section.

Concealment

✦ **Concealment** gives a **20% chance that the attacker missed**. If the attacker hits, the defender makes a d% roll to avoid being struck. Multiple concealment conditions do not stack.
✦ **Ranged Attacks:** choose a corner of your square. Any line from this corner to any corner of the target's square passing through a square or border providing concealment, provides it.
✦ **Melee attacks against adjacent targets:** they are concealed if they are entirely within an effect that grants concealment.
✦ **Melee attacks against a non-adjacent target:** use the **Ranged Attack** concealment rules.
✦ Some magical effects provide concealment against all attacks.
✦ You can make a **Stealth (Hide)** check if you are concealed.
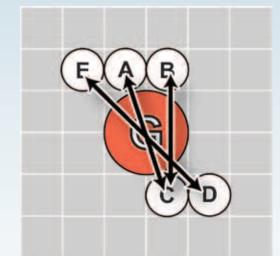✦ Certain situations may provide more or less than typical concealment. Modify the miss chance accordingly.

Total Concealment

✦ You have line of effect to a target but not line of sight. You can't attack a totally **concealed target**.
✦ A successful attack into a square occupied by an enemy with **total concealment** has a 50% miss chance.
✦ You can't execute an **AoO** against the opponent.

Vision Effects.

✦ Smoke obscures vision, giving **Concealment**.
✦ A shadowy area or darkness doesn't provide any concealment against an opponent with **darkvision.**
✦ Characters with **low-light** vision can see clearly for a greater distance with the same light source of other characters
✦ Although invisibility provides total concealment, sighted opponents may still make **Perception** checks to notice the location of an invisible character.
✦ An invisible character gains a +20 bonus on **Stealth** checks if moving, or a +40 bonus on **Stealth** checks when not moving.

Flanking a Large Creature

✦ **B** and **D** do not flank because the two borders the line crosses are adjacent, not opposite.
✦ **A** and **D** do not flank because the bottom border is not crossed. It crosses the adjacent right side.
✦ **E** will not flank with **C** because its line will cross the left and bottom borders.

Cover, Hiding

Cover

✦ You can't execute an **AoO** against an opponent with cover relative to you.

✦ If you don't have line of effect to your target, he has **total cover** from you and you can't attack him.

✦ A obstacle no higher than half your height provides cover, but only to creatures within 30 feet of it. The attacker can ignore the cover if he's closer to the obstacle than his target.

Ranged Cover

✦ Choose a corner of your square. If any line from this corner to any corner of the target's square passes **through** a square or border blocking line of effect or providing cover (including a creature - **soft cover**), the target has cover (**+4 to AC**).

Melee Cover

✦ For a **melee attack** against an adjacent target, he has cover if any line from your square to the target's square goes through a wall (including a low wall).

✦ When making a **melee attack** on a non-adjacent target (using a **reach** weapon), use the **ranged attack** cover rules.

✦ A large or greater creature can choose any square that it occupies to determine if an opponent has cover against its **melee attacks**. When you make a **melee attack** against such a creature, you can pick any of the squares it occupies to determine if it has cover against you.

Benefits of Cover

✦ You get a **+2 bonus on Reflex** saves against attacks that originate or burst out from a point on the other side of the cover from you. Spread effects negate this bonus.

✦ You can use cover to make a **Stealth (hide)** check.

✦ **Soft Cover:** Intervening creatures can provide you cover against **ranged attacks**. You get **no bonus on Reflex** saves, nor can you **Hide**.

✦ **Improved Cover:** The bonuses to AC and Reflex saves are doubled (**to +8 and +4**). The affected creature gains **Improved Evasion** against any attack requiring a Reflex save. He gains a **+10 bonus** on **Stealth** checks.

Hide   *Dex; Armor Check Penalty -move action*

✦ **Check**: Your **Stealth** check is opposed by the **Perception** check of any observers. You can move up to 1/2 your normal speed and hide at no penalty. At a speeds greater than 1/2 but less than your normal speed, you take a **-5 penalty**. It is impossible to hide while **attacking**, **running** or **charging**.

✦ Apply Size bonuses on **hide** checks based on size category

✦ You can't hide if you are under observation (even casual).

✦ You can Hide at a **-10 penalty** if your observers are **distracted**. Generally, the hiding place has to be close by (within 10 or so feet).

✦ A successful **Bluff** check **distracts** observers.

✦ **Sniping**: If already **hiding** at least 10 feet from your target, make a **ranged attack**, then hide again at a **-20 penalty**. This is a **Move Action**.

✦ **Invisible** characters gain a **+40 bonus** to **Hide** if immobile, or a **+20** bonus if moving.

✦ **12th-level rangers** can attempt to **Hide** in any sort of natural terrain, even if it doesn't grant cover or concealment. A **17th-level ranger** can do this even while being observed

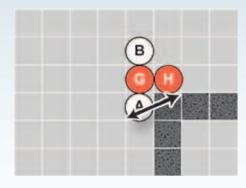✦ The **Stealthy** feat grants a **+2 bonus** on **Hide** checks.

Ranged Cover

✦ Enemy **G** benefits from cover from **A** because a line from at least one of **A's** corners passes through **B**. This is a **soft cover** situation. **G** will gain a **+4 AC** bonus and **A** will suffer a **-4 Attack penalty** because he is firing into a melee.

✦ Enemy **H** also benefits from cover because at least one corner-to-corner line crosses the wall.

✦ **A** benefits from cover if attacked by **H** because **H's** lower right corner crosses a wall.

✦ If enemy **H** was a **large** creature, H would benefit from cover because **A** has a line that crosses a corner. Even though the blue square is free of any impediment, any ranged attack must examine all the corner-to-corner possibilities.

Melee Cover

✦ **A** and **H** are covered relative to each other because they have corner lines that cross the wall.

Improved Cover - Underwater Combat

✦ Provides a **+8 bonus** to AC, **+4 bonus** on **Reflex** saves

✦ Opponents who have *freedom of movement* effects ignore the benefits of your improved cover

✦ Characters swimming, floating, or treading water on the surface, or wading in water at least chest deep have this cover from opponents on land.

✦ Completely submerged creatures have total cover.

Size Mod	
Colossal	-16
Gargantuan	-12
Huge	-8
Large	-4
Medium	+0
Small	+4
Tiny	+8
Diminutive	+12
Fine	+16

Improved Evasion (Ex)

✦ When subjected to an attack that normally allows a Reflex saving throw for half damage, the target takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

Saving Throws, Damage Reduction

Saving Throws

- ✦ You may get a saving throw to avoid or reduce the effect of an unusual or magical attack
- ✦ Saving throw modifier:

  Base save bonus + ability modifier

- ✦ The DC for a save is determined by the attack itself.
- ✦ A natural 20 is **always** a success.
- ✦ A natural 1 is **always** a failure
  - ➤ This may cause damage to exposed items. See **Smash/Sunder/ Break** in Section 2 for information.

Kinds of Saving Throws

Fortitude: Measure your ability to stand up to physical punishment or attacks against your vitality and health. Apply your **Constitution** modifier to your Fortitude saving throws.

Reflex: Test your ability to dodge area attacks. Apply your **Dexterity** modifier to your Reflex saving throws.

Will: Reflect your resistance to mental influence as well as many magical effects. Apply your **Wisdom** modifier to your Will saving throws

Spell Saving Throws

- ✦ **Negates:** The spell has no effect.
- ✦ **Partial:** The spell causes a lesser effect on its subject.
- ✦ **Half**: The spell deals damage, and is halved (round down).
- ✦ **None**: No saving throw is allowed.
- ✦ **Disbelief**: The subject ignores the effect.
- ✦ **(object)**: The spell can be cast on objects, which receive saving throws only if they are magical or if they are attended (held, worn, grasped, or the like) by a creature resisting the spell. It uses the better of the creature's saving throw bonus or its own. A magic item's saving throw bonuses are each equal to 2 + one-half the item's caster level.
- ✦ **(harmless)**: The spell is usually beneficial.
- ✦ **Saving Throw DC**: A save against your spell is DC 10 + the spell level + your class ability bonus. Use the spell level applicable to your class.
- ✦ **Succeeding on a Saving Throw:** A save against a spell with no obvious physical effects feels like a hostile force or a tingle, but the exact nature of the attack is unknown. If a creature saves against your targeted spell you sense that the spell has failed.
- ✦ **Automatic Failures and Successes**: A natural 1 is always a failure, and may cause damage to exposed items (see Items Surviving after a Saving Throw). A natural 20 always succeeds.
- ✦ **Voluntarily Giving up a Saving Throw**: Even a character with a special resistance to magic can accept the spell effect.
- ✦ **Items Surviving after a Saving Throw**: Unless specified otherwise, all items carried or worn by a creature are assumed to survive a magical attack. On a natural 1 roll, however, an exposed item is harmed (if the attack can harm objects). Refer to Table: Items Affected by Magical Attacks. Determine which four objects carried or worn are most likely to be affected and roll randomly among them. The randomly determined item must make a saving throw against the attack form and take whatever damage the attack deals.
- ✦ If an item is not carried or worn and is not magical, it does not get a saving throw. It simply is dealt the appropriate damage.

Saving Throw Progressions

Class	Fort	Ref	Will
Barbarian	fast	slow	slow
Bard	slow	fast	fast
Cleric	fast	slow	fast
Druid	fast	slow	fast
Fighter	fast	slow	slow
Monk	fast	fast	fast
Paladin	fast	slow	slow
Ranger	fast	fast	slow
Rogue	slow	fast	slow
Sorceror	slow	slow	fast
Wizard	slow	slow	fast
adept	slow	slow	fast
aristocrat	slow	slow	fast
commoner	slow	slow	slow
expert	slow	slow	fast
warrior	fast	slow	slow

Base Save Bonus

Level	Fast	Slow
1	+2	+0
2	+3	+0
3	+3	+1
4	+4	+1
5	+4	+1
6	+5	+2
7	+5	+2
8	+6	+2
9	+6	+3
10	+7	+3
11	+7	+3
12	+8	+4
13	+8	+4
14	+9	+4
15	+9	+5
16	+10	+5
17	+10	+5
18	+11	+6
19	+11	+6
20	+12	+6

Damage Reduction (DR)

- ✦ Listed as **DR** x/y where x represents how much damage is ignored. y indicates vulnerabilties where use of such a weapon or situation negates the Damage Reduction.

Creature DR bypassed by special materials

- ✦ **Adamantine:** Constructs, Golems
- ✦ **Cold Iron:** Bodak, Bralani, Demon(s), Dryad, Fey, Ghaele, Harpy, Night Hag, Nymph, Satyr.
- ✦ **Silver:** Avoral, Devil(s), Leonal, Lycanthrope(s), Nightcrawler, Nightwalker, Nightwing, Vampire(s), Yeth Hound.

Spell Resistance

- ✦ You make a caster level check (1d20 + effective caster level) at least equal to the creature's spell resistance for the spell to affect it.
- ✦ In many cases, spell resistance applies only when a resistant creature is targeted by the spell, not one that is already in place.
- ✦ A creature must voluntarily lower its resistance (a standard action) in order to be affected by "harmless" spells. In such a case, you do not need to make the caster level check described above.

Items Affected by Magical Attacks	
1st	Shield
2nd	Armor
3rd	Magic helmet, hat, or headband
4th	Item in hand (including weapon, wand, or the like)
5th	Magic cloak
6th	Stowed or sheathed weapon
7th	Magic bracers
8th	Magic clothing
9th	Magic jewelry (including rings)
10th	Anything else

Conditions

Ability Damaged: Temporary loss. Strength 0: **prone** and **helpless**. Dexterity 0: **paralyzed**. Constitution 0: **dead**. Intelligence, Wisdom, or Charisma 0: **unconscious**.

Ability Drained: Permanent loss. Same as **Ability Damaged**.

Bleed: Take damage at start of your turn. Stopped by a hp curative spell or DC 15 heal check. Apply the most severe bleed if there is a possibility of stacking.

Blinded: Cannot see. **-2 to AC**, loses Dex bonus to AC, moves at half speed, **-4 penalty** on Search checks and on most Strength- and Dexterity-based skill checks. Sight-based checks always fail. All opponents have **total concealment** (50% miss). You cannot deal extra damage due to loss of precision (like a sneak attack). Must make a **DC 10 Acrobatics** check to move greater than half-speed or fall **prone**.

Broken: **Weapon**: **-2 penalty** on attack & damage. Crit. on 20/x2. **Armor:** AC bonus halved, armor check penalties are doubled. **Tool**: -2 penalty to checks. **Wand or Staff**: uses double the charges. see broken condition in rules for info on repairs and value reduction.

Blown Away: Ground creature is **prone** and rolls 1d4 x 10 feet, 1d4 points of nonlethal damage per 10 feet. Flying creature is blown back 2d6 x 10 feet, takes 2d6 points of nonlethal damage.

Checked: Prevented from achieving forward motion. Creatures on the ground merely stop. Flying creatures move back a distance as specified by the effect.

Confused: Roll **d%** at the beginning of character's turn: **01-25**, act normally; **26-50**, do nothing but babble incoherently; **51-75**, deal 1d8+str mod damage to self with item in hand; **76-100**, attack nearest creature (not the subject's familiars). The character will babble incoherently if unable to perform the action. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Confused characters do not make **AoO** against any creature that they are not already devoted to attacking.

Cowering: Can take no actions. **-2 to AC** and loses Dexterity bonus.

Dazed: Can take no actions, Typically lasts 1 round.

Dazzled: **-1 penalty** on attack rolls & sight-based Perception checks.

Dead: HP reduced to -Con score (-10 min), Constitution drops to 0, or killed outright by a spell or effect. The soul leaves the body.

Deafened: **-4 penalty** on Initiative, sound-based Perception always fails, 20% chance of spell failure casting with verbal components.

Disabled: You are at 0 HP or less but still **stable** and **conscious**. You may take a single **move action** or **standard action** each round (only one). You move at half speed. Any standard action (or strenuous one, such as casting a quickened spell) **deals 1 point** of damage after the the act. Unless the action increased your HP, you are now in negative hit points and dying.

Dying: You have negative HP. You can take no actions and are **unconscious**. At the end of each round you are dying, you have a 10% chance to become stable. If not, you lose 1 HP. You die at -Con HP or -10 hit points, whichever is lower.

Energy Drained: **Per level of drain:** **-1 penalty** on attack rolls, CMB, saving throws, skill checks, ability checks; loss of 5 hit points; and **-1 to effective level** (for determining the power, duration, DC, and other details of spells or special abilities). You die if negative levels = your level.

Entangled: Move half speed, **cannot run or charge**, **-2 penalty attack rolls, -4 penalty to Dexterity**. Spellcasting requires Spellcraft check (DC 15 + the spell's level) or lose the spell.

Exhausted: Move half speed, **-6 penalty to Strength and Dexterity**. Upgrades to **fatigued** after 1 hour of complete rest.

Fascinated: Stand or sit quietly, paying complete attention to the effect. **-4 penalty** on reactionary skill checks, such as Perception. Potential threats allow a new saving throw. Obvious threats automatically break the effect. Allies may shake the character free as a **standard action**.

Fatigued: Cannot **run** nor **charge**. **-2 to Strength and Dexterity**. Fatiguing actions cause **exhaustion**. Requires 8 hours of complete rest.

Flat-Footed: Lose Dexterity bonus to AC. Cannot make **AoO**.

Frightened: Flees from the source of the fear as best it can. If unable, it may fight. **-2 on attack rolls**, saving throws, skill checks, and ability checks. Can use special abilities, including spells, to flee. Must use such means if they are the only way to escape.

Grappled: See **Grapple** for more information.

Helpless: **paralyzed**, held, bound, sleeping, **unconscious** or at attacker's mercy. Has effective Dexterity of 0 (**-5 modifier**). Melee attacks get a **+4 bonus**. Rogues can **sneak attack** helpless targets. Subject to a **coup de grace** (see Attack Actions).

Immobile: Cannot perform move actions.

Incorporeal: Immune to all nonmagical attack forms. Harmed only by other incorporeal creatures, **+1** or better magic weapons, spells, spell-like effects, or supernatural effects.

Invisible: **+2 on attack rolls** against sighted opponents, and ignores its opponents' Dexterity bonuses to AC.

Knocked Down: Ground creatures are **prone**. Flying creatures are blown back 1d6 x 10 feet.

Nauseated: Unable to attack, cast spells, concentrate on spells, or do anything requiring attention. Can take a single **move action** per turn.

Panicked: You drops held items and flee along a random path at top speed from the fear source and any other dangers. You can't take any other actions. **-2 penalty** on all saving throws, skill checks, and ability checks. You **cower** if cornered and do not attack, you use total defense in combat. You can use special abilities, including spells, to flee. You must use such means if they are the only way to escape.

Paralyzed: **Helpless**, unable to move or act. Dexterity and Strength scores are 0. Can take purely mental actions. Any creature can move through a paralyzed creature's space at a cost of 2 squares.

Petrified: Turned to stone and is **unconscious**. If the body is incomplete when it returns to flesh, there is some amount of permanent hit point loss and/or debilitation.

Pinned: Held immobile (but not helpless) in a grapple. See **Grapple** for more information

Prone: On the ground. **-4 penalty on melee attack** rolls and cannot use a ranged weapon (except for a crossbow). Gains a **+4 bonus to AC** against **ranged** attacks, but a **-4 penalty to AC** against **melee** attacks.

Shaken: **-2 penalty** on attack rolls, saving throws, skill checks, and ability checks.

Sickened: **-2 penalty** on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

Stable: Has stopped losing hit points but still has negative hit points. Is **unconscious**. Has a 10% chance each hour of becoming conscious and **disabled** (hit points are still negative). Loses 1 hit point if the roll fails and was not made stable by aid from another character.

Staggered: Occurs only when nonlethal damage exactly equals current hit point total. May take only a single **move action** or **standard action** each round.

Stunned: Drops everything held, can't take actions, takes a **-2 penalty to AC**, and loses his Dexterity bonus to AC (if any).

Unconscious: Knocked out and **helpless**. When current hit points are negative, or nonlethal damage is above current hit points.

Items

Item Hardness and Hit Points

✦ Subtract the item's hardness from the damage before deducting from the object's hit points .
✦ Each magical **+1 bonus** adds **2** to the item's **hardness** and **+10** to the it's **hit points**.
✦ When an object's hit points reach 0, it's **destroyed**.
✦ Damaged objects remain fully functional until **destroyed**.
✦ Damaged (but not **destroyed**) objects can be repaired with the **Craft** skill.
✦ **Acid** and **sonic** attacks deal normal damage to most objects. **Electricity** and **fire** attacks deal 1/2 damage. **Cold** attacks deal 1/4 damage. This damage is reduced **BEFORE** the hardness is applied.
✦ **Ranged** weapon damage is halved **BEFORE** the hardness is applied.
✦ Objects are immune to non-lethal damage and critical hits.
✦ Certain attacks are especially successful against some objects. Such attacks deal double their normal damage and may ignore the object's hardness.

Size Mods	Atk	AC
Colossal	+16	-8
Gargantuan	+12	-4
Huge	+8	-2
Large	+4	-1
Medium	+0	+0
Small	-4	+1
Tiny	-8	+2
Diminutive	-12	+4
Fine	-16	+8

Smash an Item   *standard action*

1	Derive AC	AC = 10 + Size Modifier + Dexterity Modifier, Inanimate obects suffer -7 to AC
2	Roll	Roll your CMB check.
3	Effect	**Success:** You damage the item normally. If the damage can reduce the item to 0 hit points, you can choose to destroy it or leave it broken with 1 hit point.

Item Saving Throws

✦ Unattended magic items **always** get saving throws. The Save bonuses are equal to **2+one-half the item's caster level** for Fort, Ref, and Will saves.
✦ Attended magic items either use their owner's saving bonus or use their own saving bonus, whichever is better.
✦ Nonmagical, attended items (grasped, touched or worn) use the owner's saving bonuses.
✦ Nonmagical, unattended items **always fail** saving throws.

Breaking Items (using sudden force)

✦ You use a Strength check vs. the Break DC of the object.
✦ If an item loses half or more of its hit points, the DC to break it drops by 2.
✦ You get Size Mod bonuses on Strength Checks to break down doors.
✦ A crowbar or portable ram improves a character's chance of breaking open a door.

Weapon/Armor Hardness and Hit Points

Weapon or Shield	Hardness [1]	HP [2,3]
Light Blade (short sword)	10	2
1H Blade (longsword)	10	5
2H Blade, Light metal-hafted Weapon	10	10
1H metal-hafted weapon (heavy mace)	10	20
Light hafted weapon (handaxe)	5	2
1H hafted weapon, Projectile weapon	5	5
2H hafted weapon (greataxe)	5	10
Armor	special [4]	AC bonus x5
Buckler	10	5
Light wooden shield	5	7
Heavy wooden shield	5	15
Light steel shield	10	10
Heavy steel shield	10	20
Tower shield	5	20

1 Add +2 for each +1 enhancement bonus of magic items

2 Add 10 hp for each +1 enhancement bonus of magic items

3 Value is for Medium armor, weapons, and shields. Divide by 2 for each size category smaller than Medium, or multiply by 2 for each size category larger than Medium.

4 Varies by material; see Table: Substance Hardness and Hit Points

Object Hardness and Hit Points

Object	Hard	HP	Break DC
Rope (1in. diam.)	0	2	23
Simple wood door	5	10	13
Small chest	5	1	17
Good wood door	5	15	18
Treasure Chest	5	15	23
Strong wood door	5	20	23
Masonry wall (1ft. thick)	8	90	35
Hewn stone (3 ft. thick)	8	540	50
Chain	10	5	26
Manacles	10	10	26
Masterwork manacles	10	10	28
Iron door (2 in. thick)	10	60	28
Typical Tree (AC 4)	5	150	-
Massive Tree (AC 3)	5	600	-

Break/Burst DCs

Strength Check to:	DC
Break simple door	13
Break good door	18
Break strong door	23
Burst rope bonds	23
Bend iron bars	24
Break barred door	25
Burst chain bonds	26
Break iron door	28
Hold Portaled [1]	+5
Arcane Locked [1]	+10

1 If both apply, use the larger number.

Substance Hardness and Hit Points
hit points are per inch of thickness

Substance	Hard	HP	Substance	Hard	HP
Paper/Cloth	0	2	Wood/Darkwood	5	10
Rope	0	2	Stone	8	15
Glass	1	1	Iron/Steel	10	30
Ice	0	3	Mithral	15	30
Leather/hide	2	5	Adamantine	20	40
Dragonhide	10	10	Silver, Alchemical	8	10

Weapons 1 *marked '•' also found on Weapons 2*

Martial Weapons	Cost (gp)	Dmg (S)	Dmg (M)	Critical	Range Inc.	Weight (lbs)	Type
— Light Melee Weapons —							
Axe, throwing 🪃	8	1d4	1d6	x2	10 ft.	2	S
Hammer, light 🪃	1	1d3	1d4	x2	20 ft.	2	B
Handaxe	6	1d4	1d6	x3	-	3	S
Kukri	8	1d3	1d4	18-20/x2	-	2	S
Pick, light	4	1d3	1d4	x4	-	3	P
Sap	1	1d4	1d6	x2	-	2	B
•Shield, light ✸	special	1d2	1d3	x2	-	special	B
•Spiked armor	special	1d4	1d6	x2	-	special	P
•Spiked shield, light ✸	special	1d3	1d4	x2	-	special	P
Starknife 🪃	24	1d3	1d4	x3	20 ft.	3	P
Sword, short	10	1d4	1d6	19-20/x2	-	2	P
— One-Handed Melee Weapons —							
Battleaxe	10	1d6	1d8	x3	-	6	S
Flail ⚒✋	8	1d6	1d8	x2	-	5	B
Longsword	15	1d6	1d8	19-20/x2	-	4	S
Pick, heavy	8	1d4	1d6	x4	-	6	P
•Rapier	20	1d4	1d6	18-20/x2	-	2	P
Scimitar	15	1d4	1d6	18-20/x2	-	4	S
•Shield, heavy ✸	special	1d3	1d4	x2	-	special	B
•Spiked shield, heavy ✸	special	1d4	1d6	x2	-	special	P
Trident ■ 🪃	15	1d6	1d8	x2	10 ft.	4	P
Warhammer	12	1d6	1d8	x3	-	5	B
— Two-Handed Melee Weapons —							
Sword, bastard - 2H ONLY	35	1d8	1d10	19-20/x2	-	6	S
Falchion	75	1d6	2d4	18-20/x2	-	8	S
Glaive	8	1d8	1d10	x3	-	10	S
Greataxe	20	1d10	1d12	x3	-	12	S
Greatclub	5	1d8	1d10	x2	-	8	B
Flail, heavy ⚒✋	15	1d8	1d10	19-20/x2	-	10	B
Greatsword	50	1d10	2d6	19-20/x2	-	8	S
Guisarme ⚒	9	1d6	2d4	x3	-	12	S
Halberd ⚒ ■	10	1d8	1d10	x3	-	12	P or S
•**Lance**	10	1d6	1d8	x3	-	10	P
Ranseur ✋	10	1d6	2d4	x3	-	12	P
Scythe ⚒	18	1d6	2d4	x4	-	10	P or S
— Ranged Weapons (2-handed Only) —							
•Longbow	75	1d6	1d8	x3	100 ft.	3	P
•Longbow, composite	100	1d6	1d8	x3	110 ft.	3	P
•Shortbow	30	1d4	1d6	x3	60 ft.	2	P
•Shortbow, composite	75	1d4	1d6	x3	70 ft.	2	P
•Arrows (20)	1	-	-	-	-	3	-

Simple Weapons	Cost (gp)	Dmg (S)	Dmg (M)	Critical	Range Inc.	Weight (lbs)	Type
— Unarmed Attacks —							
Gauntlet ↻	2	1d2	1d3	x2	-	1	B
Unarmed strike	-	1d2	1d3	x2	-	-	B
— Light Melee Weapons —							
Dagger 🪃	2	1d3	1d4	19-20/x2	10 ft.	1	P or S
Dagger, punching	2	1d3	1d4	x3	-	1	P
Gauntlet, spiked ↻	5	1d3	1d4	x2	-	1	P
Mace, light	5	1d4	1d6	x2	-	4	B
Sickle ⚒	6	1d4	1d6	x2	-	2	S
— One-Handed Melee Weapons —							
Club 🪃	-	1d4	1d6	x2	10 ft.	3	B
Mace, heavy	12	1d6	1d8	x2	-	8	B
Morningstar	8	1d6	1d8	x2	-	6	B & P
Shortspear 🪃	1	1d4	1d6	x2	20 ft.	3	P
— Two-Handed Melee Weapons —							
Longspear ■	5	1d6	1d8	x3	-	9	P
Quarterstaff ⊠	-	1d4/1d4	1d6/1d6	x2	-	4	B
Spear ■ 🪃	2	1d6	1d8	x3	20 ft.	6	P
— Ranged Weapons —							
Blowgun	2	1	1d2	x2	20 ft.	1	P
Darts, blowgun (10)	1/2	-	-	-	-	-	-
•Crossbow, heavy	50	1d8	1d10	19-20/x2	120 ft.	8	P
•Crossbow, light	35	1d6	1d8	19-20/x2	80 ft.	4	P
•Bolts, crossbow (10)	1	-	-	-	-	1	-
Dart 🪃	1/2	1d3	1d4	x2	20 ft.	1/2	P
•Javelin 🪃	1	1d4	1d6	x2	30 ft.	2	P
•Sling - add Str Mod to dmg	-	1d3	1d4	x2	50 ft.	0	B
Bullets, sling (10)	1/10	-	-	-	-	5	-

Exotic Weapons	Cost (gp)	Dmg (S)	Dmg (M)	Critical	Range Inc.	Weight (lbs)	Type
— Light Melee Weapons —							
Kama ⚒ ⊠	2	1d4	1d6	x2	-	2	S
Nunchaku ✋ ⊠	2	1d4	1d6	x2	-	2	B
•**Sai** ✋ ⊠	1	1d3	1d4	x2	-	1	B
Siangham ⊠	3	1d4	1d6	x2	-	1	P
— One-Handed Melee Weapons —							
Sword, bastard	35	1d8	1d10	19-20/x2	-	6	S
Waraxe, dwarven	30	1d8	1d10	x3	-	8	S
•**Whip** ⚒✋	1	1d2	1d3	x2	-	2	S
— Two-Handed Melee Weapons —							
Axe, orc double	60	1d6/1d6	1d8/1d8	x3	-	15	S
•Chain, spiked ⚒✋	25	1d6	2d4	x2	-	10	P
•Curve blade, elven	15	1d8	1d10	19-20/x2	-	10	B
Flail, dire ⚒✋	90	1d6/1d6	1d8/1d8	x2	-	10	B
Hammer, gnome hooked ⚒	20	1d6/1d4	1d8/1d6	x3/x4	-	6	B & P
Sword, two-bladed	100	1d6/1d6	1d8/1d8	19-20/x2	-	10	S
Urgrosh, dwarven ■	50	1d6/1d4	1d8/1d6	x3	-	12	S or P
— Ranged Weapons —							
Bolas ⚒	5	1d3	1d4	x2	10 ft.	2	B
•Crossbow, hand	100	1d3	1d4	19-20/x2	30 ft.	2	P
Bolts crossbow (10)	1	-	-	-	-	1	-
•Crossbow, repeating heavy	400	1d8	1d10	19-20/x2	120 ft.	12	P
•Crossbow, repeating light	250	1d6	1d8	19-20/x2	80 ft.	6	P
•Bolts crossbow (5)	1	-	-	-	-	1	-
•Net 🪃	20	-	-	-	10 ft.	6	-
•**Shuriken** (5) ⊠ 🪃	1	1	1d2	x2	10 ft.	1/2	P
•Sling Staff, halfling - add Str Mod to dmg	20	1d6	1d8	x3	80 ft.	3	B
Bullets, sling (10)	1/10	-	-	-	-	5	-

Color Key

Deals nonlethal damage rather than lethal damage.	
Reach weapon.	
Double weapon.	

Symbol Key

✋ disarming   ■ bracing weapon
↻ not disarmable   ✸ shield bash
⊠ monk weapon   🪃 thrown weapon
⚒ tripping   • see Weapons 2

Weapon Info

✦ Weights are for Medium weapons (small 1/2, large x2).

✦ Weapon types are **(P)** Piercing, **(S)** Slashing or **(B)** Bludgeoning.

✦ Throwing a weapon without a range increment has a **-4 attack**. Light or 1-handed weapons are **Standard** actions; 2-handed ones are **Full-Round** actions. 10 ft. RI and crits only on a natural 20.

✦ Generally speaking, ammo that hits is destroyed or useless, and non-hitting ammo has a 50% chance to be retrieved.

Weapons 2

Arrows or Bolts as weapons

✦ Light improvised weapon; -4 attack penalty; as dagger dmg (1d4); crit x2; P or S.

Chain, Spiked ⟍ ✋

✦ 2-handed; dmg 2d4; crit x2; P.
✦ *Weapon finesse* feat allows Dexterity modifier to be used.

Crossbow, Hand

✦ 1-handed; dmg 1d4; crit 19-20/x2; P.
✦ Shooting 2 is as 2 light weapons; -4 and -8 penalty.
✦ Can be drawn back by hand; **Move** action provoking **AoO**.

Crossbow, Heavy

✦ 2-handed; dmg 1d10; crit 19-20/x2; 120 ft. RI; P.
✦ 1-handed; -4 attack penalty.
✦ Shooting 2 as 2 weapons; -10 and -14 penalty.
✦ Drawn back by winch; **Full-Round** action provokes **AoO**.

Crossbow, Light

✦ 2-handed; dmg 1d8; crit 19-20/x2; 80 ft. RI; P.
✦ 1-handed; -2 attack penalty.
✦ Shooting 2 as 2 weapons; -8 and -12 penalty.
✦ Drawn back by lever; **Move** action provokes **AoO**.

Crossbow, Repeating

✦ Holds 5 bolts. As long as it holds bolts, reloading is a **Free** action.
✦ Fired as the type of crossbow it is; requires 2 hands for repeating
✦ Reloading case; 2 hands; **Full-Round** action provokes **AoO**.

Curve Blade, Elven

✦ 2-handed; dmg 1d10; crit 19-20/x2; B.
✦ **+2 circumstance bonus** to **CMD** when foe attempts to Sᴜɴᴅᴇʀ.
✦ *Weapon finesse* feat allows Dexterity modifier to be used.

Javelin ⟲

✦ **Thrown**: dmg 1d6+Str Modifier; crit x2; 30 ft. RI; P.
✦ **Melee**: -4 attack; dmg 1d6; crit x2; P.

Lance

✦ 2-handed; dmg 1d8; crit x3; P.
✦ Deals **x2** damage when used from the back of a **Charging** mount.
✦ Can be wielded with one hand when the character is mounted.

Longbow

✦ 2-handed only; dmg 1d8; crit x3; 100 ft. RI; P.
✦ Cannot use while mounted.
✦ Wielders with a Strength penalty apply it to the damage roll.

Longbow, Composite

✦ 2-handed only; dmg 1d8; crit x3; 110 ft. RI; P.
✦ Cannot use while mounted.
✦ -2 attack penalty if Strength bonus < bow's Strength rating.
✦ Strength penalty applies to the damage roll.
✦ Add lesser of Strength bonus or bow's Strength rating to damage.

Net ⟲

✦ Usable on creatures within one size category of attacker.
✦ **Folded:** *ranged touch attack* (max range 10 ft.). Unfolds.
✦ **Unfolded**: *ranged touch attack* at -4 attack penalty.
✦ **Hit: Entangles** target: -2 penalty attacks, -4 penalty Dexterity, moves at 1/2 speed, cannot charge or run, requires **Concentration** check to cast spell (DC 15 + spell level).
✦ **Controlling**: Attacker rolls opposed Strength check. Can only move target to the limits allowed by the entanglement.

✦ **Refolding**: 2 rounds if proficient, 4 otherwise.
✦ **Escaping**: DC 20 Escape Artist (**Full-Round** action).
✦ **Breaking**: **5 hp**, bursts with a **DC 25 Strength** check.

Rapier

✦ *Weapon finesse* feat allows Dexterity modifier to be used.
✦ Can't use 2-handed in order to gain 1-1/2 times Strength bonus.

Sai ✋ ▦

✦ dmg 1d4; crit x2; B.
✦ **+2 bonus** to **Combat Maneuver** checks to Sᴜɴᴅᴇʀ.

Shortbow

✦ 2-handed only; dmg 1d6; crit x3; 60 ft. RI; P.
✦ Usable while mounted.
✦ Wielders with a Strength penalty apply it to the damage roll.

Shortbow, Composite

✦ 2-handed only; dmg 1d6; crit x3; 70 ft. RI; P.
✦ Usable while mounted.
✦ -2 attack penalty if Strength bonus < bow's Strength rating.
✦ Strength penalty applies to the damage roll.
✦ Add lesser of Strength bonus or bow's Strength rating to damage.

Shuriken ▦ ⟲

✦ Thrown only; dmg 1d2+Str Modifier; crit x2; 10 ft. RI; P.
✦ Treated as Ammunition

Sling

✦ dmg 1d4+Str Modifier; crit x2; 50 ft. RI; B.
✦ Ordinary Stones: -1 Attack and damage is as 1 size category less.
✦ Can be fired with 1 hand.
✦ Loading requires 2 hands; **Move** action provokes **AoO**.

Sling Staff, Halfling

✦ **Ranged**: dmg 1d8+Str Modifier; crit x3; 80 ft. RI; B.
✦ **Melee**: As a Club; dmg 1d6+Str Modifier, crit x2; B.
✦ Ordinary Stones: -1 Attack and damage is as 1 size category less.
✦ Can be fired with 1 hand.
✦ Loading requires 2 hands; **Move** action provokes **AoO**.

Spiked Armor

✦ **Melee**: dmg 1d6+Str Modifier, crit x2; P.
✦ **Grappling**: -4 Attack if non-proficient with spikes. does piercing damage as well on successful grapple.

Spiked Shield

✦ **Melee - light:** dmg 1d4+Str Modifier, crit x2; P.
✦ **Melee - heavy:** dmg 1d6+Str Modifier, crit x2; P.
✦ **Shield Bash**: Increases damage by 1 size category.

Urgrosh, Dwarven ■

✦ **Melee - axe head:** dmg 1d8+Str Modifier, crit x3; S.
✦ **Melee - spear**: dmg 1d6+Str Modifier, crit x3; P.
✦ The spear head is used to set against a **Charge**.
✦ **Dwarves** treat **Urgroshes** as Martial weapons.

Waraxe, Dwarven

✦ **Dwarves** treat **Dwarven Waraxes** as Martial weapons.
✦ Medium characters can use it as a 2-handed Martial weapon.
✦ Large characters can use it as a 1-handed Martial weapon.

Whip ⟍ ✋

✦ Provokes **AoO** like a ranged weapon.
✦ Doesn't damage on natural armor bonus +3 or armor bonus +1.
✦ Has a 15-foot reach, but user doesn't threaten area of attack.
✦ Can be used against adjacent foes.
✦ *Weapon finesse* feat allows Dexterity modifier to be used.

Carrying Capacity

Encumbrance *(armor and gear weight)*

✦ Encumbrance affects Maximum Dex Bonus to AC, Armor Check Penalty, Speed and Running Speed.
✦ Unless you are weak or carrying a lot of gear, use the armor table basic values to determine the effects of encumbrance.
✦ If carrying a lot of gear, total the weight of all the character's items, including armor, weapons, and gear. Compare this total to the character's Strength. See the table below.
✦ A medium or heavy load counts as medium or heavy armor for the purpose of abilities or skills that are restricted by armor.

Table: Carrying Capacity

Strength Score	Light Load	Medium Load	Heavy Load
1	3 lb. or less	4–6 lb.	7–10 lb.
2	6 lb. or less	7–13 lb.	14–20 lb.
3	10 lb. or less	11–20 lb.	21–30 lb.
4	13 lb. or less	14–26 lb.	27–40 lb.
5	16 lb. or less	17–33 lb.	34–50 lb.
6	20 lb. or less	21–40 lb.	41–60 lb.
7	23 lb. or less	24–46 lb.	47–70 lb.
8	26 lb. or less	27–53 lb.	54–80 lb.
9	30 lb. or less	31–60 lb.	61–90 lb.
10	33 lb. or less	34–66 lb.	67–100 lb.
11	38 lb. or less	39–76 lb.	77–115 lb.
12	43 lb. or less	44–86 lb.	87–130 lb.
13	50 lb. or less	51–100 lb.	101–150 lb.
14	58 lb. or less	59–116 lb.	117–175 lb.
15	66 lb. or less	67–133 lb.	134–200 lb.
16	76 lb. or less	77–153 lb.	154–230 lb.
17	86 lb. or less	87–173 lb.	174–260 lb.
18	100 lb. or less	101–200 lb.	201–300 lb.
19	116 lb. or less	117–233 lb.	234–350 lb.
20	133 lb. or less	134–266 lb.	267–400 lb.
21	153 lb. or less	154–306 lb.	307–460 lb.
22	173 lb. or less	174–346 lb.	347–520 lb.
23	200 lb. or less	201–400 lb.	401–600 lb.
24	233 lb. or less	234–466 lb.	467–700 lb.
25	266 lb. or less	267–533 lb.	534–800 lb.
26	306 lb. or less	307–613 lb.	614–920 lb.
27	346 lb. or less	347–693 lb.	694–1,040 lb.
28	400 lb. or less	401–800 lb.	801–1,200 lb.
29	466 lb. or less	467–933 lb.	934–1,400 lb.
+10	x4	x4	x4

Table: Encumbrance Effects

Load	Max Dex	Check Penalty	Speed (30 ft.)	(20 ft.)	Run
Medium	+3	–3	20 ft.	15 ft.	x4
Heavy	+1	–6	20 ft.	15 ft.	x3

Lifting and Dragging

✦ You can normally lift your heavy load over your head.
✦ You can lift double your heavy load off the ground, but you can only stagger around with it. You lose any Dexterity bonus to AC and can move only **5 feet per round** (as a **full-round** action).
✦ You can **push** or **drag** along the ground up to **5x your heavy load.** Favorable conditions can double the weight, and bad circumstances can reduce it to one-half or less.

Armor Table: Encumbered *(condensed)*

	Armor	Max Dex Lt / Med / Hvy	Armor check Penalty Lt / Med / Hvy	Speed Reduction Effects (ft) Lt / med or hvy (30 ft)	(20 ft)
Light Armor	Padded	+8/+3/+1	-0/-3/-6	30 / 20	20 / 15
	Leather	+6/+3/+1	-0/-3/-6	30 / 20	20 / 15
	Studded leather	+5/+3/+1	-1/-4/-7	30 / 20	20 / 15
	Chain shirt	+4/+3/+1	-2/-5/-8	20 / 20	20 / 15
Medium Armor	Hide	+4/+3/+1	-3/-6/-9	20 / 20	15 / 15
	Scale mail	+3/+3/+1	-4/-7/-10	20 / 20	15 / 15
	Chainmail	+2/+2/+1	-5/-8/-11	20 / 20	15 / 15
	Breastplate	+3/+3/+1	-4/-7/-10	20 / 20	15 / 15
Heavy Armor	Splint mail	+0/+0/+0	-7/-10/-13	20 / 20	15 / 15
	Banded mail	+1/+1/+1	-6/-9/-12	20 / 20	15 / 15
	Half-plate	+0/+0/+0	-7/-10/-13	20 / 20	15 / 15
	Full plate	+1/+1/+1	-6/-9/-12	20 / 20	15 / 15
Shields	Buckler		-1/-4/-7		
	Shield, light wooden		-1/-4/-7		
	Shield, light steel		-1/-4/-7		
	Shield, heavy wooden		-2/-5/-8		
	Shield, heavy steel		-2/-5/-8		
	Shield, tower	+2/+2/+1	-10/-13/-16		

The speed reduction effects are for **light** and then both **medium** and **heavily** encumbered characters. Running speed for medium encumbrance is x4 and heavy encumbance is x3.

Bigger and Smaller Creatures

Size Adjust	Biped	Quad
Colossal	x16	x24
Gargantuan	x8	x12
Huge	x4	x6
Large	x2	x3
Medium	x1	x1 1/2
Small	x3/4	x1
Tiny	x1/2	x3/4
Diminutive	x1/4	x1/2
Fine	x1/8	x1/4

✦ The figures on **Table: Carrying Capacity** are for Medium bipedal creatures. Multiply the values according to the Size Adjust Table for bipedal creatures of different sizes.
✦ For Quadrupeds, use the Quad multipliers instead.

Tremendous Strength

✦ For Strength scores not shown on **Table: Carrying Capacity**, find the Strength score between 20 and 29 that has the same number in the "ones" digit as the creature's Strength score does and multiply the numbers in that for by 4 for every ten points the creature's strength is above the score for that row.

Armor and Encumbrance for Other Base Speeds

✦ The table below provides reduced speed figures for all base speeds from 20 feet to 100 feet (in 10-foot increments).

Base Speed	Reduced Speed	Base Speed	Reduced Speed
20 ft.	15 ft.	70 ft.	50 ft.
30 ft.	20 ft.	80 ft.	55 ft.
40 ft.	30 ft.	90 ft.	60 ft.
50 ft.	35 ft.	100 ft.	70 ft.
60 ft.	40 ft.		

Unusual Terrain 1

Water

Water Features	Rule Item
Clear Water	4d8 x 10 ft. visibility
Murky Water (moving water is murky, unless it's in a large, slow moving river).	1d8 x 10 ft. visibility
Flowing Water (rivers and streams)	moves 10 to 40 ft. per round and treated as rough water - DC 15 Swim.
Rapids, Swift Water	moves 60 to 90 ft. per round and is stormy water - DC 20 Swim - risk getting swept away
Floods (rivers become 50% swifter)	Swim check increases by one category

Getting Swept Away: Must make DC 20 Swim checks every round to avoid going under. Beating the check result by 5 means the character's movement is checked (grasped a branch, rock, etc). Escaping by reaching a bank requires 3 consecutive DC 20 Swim checks.

Forest

Forest Features	Rule Item
Sparse forest detection range	3d6 x 10 ft.
Medium forest detection range	2d8 x 10 ft.
Dense forest detection range	2d6 x 10 ft.
Sound-based Perception checks	DC +2 per 10 ft distance.
Standing in same square as a tree	gain partial cover; +2 to AC and +1 on Reflex saves.
Standing behind a massive tree	gain cover
Fallen Log (3 ft. high)	cost 5 ft. of movement and provides cover.
Forest Stream (5 to 10 ft. across)	no more than 5 ft. deep
Light Undergrowth (costs 2 squares movement)	provides concealment
Undergrowth (costs 2 squares movement)	concealment, +2 to DC of Acrobatics and Stealth checks
Heavy Undergrowth (costs 4 squares movement)	concealment (30%), +5 to DC of Acrobatics checks. Add +5 circumstance bonus to Stealth checks. Running and Charging is impossible.
Undergrowth (costs 2 squares movement)	concealment, +2 to DC of Acrobatics and Stealth checks

Marsh/Swamp

Marsh/Swamp Features	Rule Item
Detection range marsh	6d6 x 10 ft.
Detection range swamp	2d8 x 10 ft.
Shallow bog (costs 2 squares movement)	+2 to DC of Acrobatics checks
Deep bog (costs 4 squares movement)	provides cover for medium or larger, Improved cover for smaller. +2 to DC of Stealth checks.
Quicksand	DC 10 Swim check each round to tread. DC 15 Swim to move 5 ft. Fail by 5 or more means sucked down and drown.
Undergrowth (costs 2 squares movement)	concealment, +2 to DC of Acrobatics and Stealth checks

Underwater Combat

✦ Affects a creature's AC, attack rolls, damage, and movement.
✦ In some cases a creature's opponents may get a bonus on attacks. The effects are summarized in the accompanying table.
   ➤ They apply whenever a character is swimming, walking in chestdeep water, or walking along the bottom.

	Attack/Damage by type			Off Balance? [4]
Condition	Slashing or Bludgeoning	Piercing	Movement	
Freedom of movement	normal / normal	normal	normal	No
Has a swim speed	-2 / half	normal	normal	No
Successful **Swim** check	-2 / half [1]	normal	quarter or half [2]	No
Firm footing [3]	-2 / half [1]	normal	half	No
None of the above	-2 / half [1]	-2 / half	normal	Yes

1. Creatures without *freedom of movement* effects or a **swim speed** make grapple checks underwater at a **-2 penalty**, but deal damage normally when grappling.

2. A successful **Swim** check lets a creature move 1/4 its speed as a **move action** or 1/2 its speed as a **full-round** action.

3. **Firm footing** is when walking along the bottom, braced against a ship's hull, or the like. A creature can only walk along the bottom if it weighs itself down—at least 16 pounds for Medium creatures, 2x that for each size category larger than Medium, and 1/2 that for each size category smaller than Medium.

4. A Creature flailing in the water (maybe a failed **Swim** check) is **off-balance**. The creature has a Dex-less AC, and opponents gain a **+2 attack bonus** against it.

Ranged Attacks Underwater

✦ Thrown weapons are ineffective underwater, even when launched from land.
✦ Attacks with other ranged weapons take a **-2 penalty** on attack rolls for **every 5 feet** of water they pass through, in addition to the normal penalties for range.

Attacks from Land

✦ Characters swimming, floating, or treading water on the surface, or wading in water at least chest deep, have **improved cover** (**+8 bonus** to AC, **+4 bonus** on Reflex saves).
   ➤ Landbound opponents who have *freedom of movement* effects ignore this cover when attacking targets in the water.
✦ A completely submerged creature has **total cover** against opponents on land unless those opponents have *freedom of movement* effects.
✦ Magical effects are unaffected except for those that require attack rolls (which are treated like any other effects) and fire effects.

Fire

✦ Nonmagical fire (including alchemist's fire) does not burn.
✦ **Spells** or **spell-like** effects with the **fire** descriptor are ineffective unless you succeed on a **caster level** check (DC 20 + spell level). The spell creates a bubble of steam, but otherwise works as described.
✦ Supernatural fire is ineffective unless its description states otherwise.
✦ The surface of a body of water blocks line of effect for any fire spell. If the caster has made a **Spellcraft** check to make the fire spell usable underwater, the surface still blocks the spell's line of effect.

Spellcasting Underwater

✦ Creatures unable to breathe underwater must make a Concentration check (DC 15+ Spell Level) to cast a spell underwater.

Unusual Terrain 2

Hills

Hill Features	Rule Item
Gentle Hills detection range	2d10 x 10 ft. visibility
Rugged Hills detection range	2d6 x 10 ft. visibility
Gradual Slope	+1 bonus on melee if above the target
Steep Slope (costs 2 squares movement)	Charging down requires DC 10 Acrobatics or Ride check or character stumbles ending up 1d2 x 5 ft. away. Fail by 5 or more and falls prone too. DC of Acrobatics increases by 2.
Cliff	DC 15 climb check to scale. Rises 1d4 x 10 ft.
Light Undergrowth (costs 2 squares movement)	concealment, +2 to DC of Acrobatics and Stealth checks

Mountains

Mountain Features	Rule Item
Mountain detection range	4d10 x 10 ft.
Cliff	DC 15 climb check to scale. Rises 1d4 x 10 ft.
Gradual Slope	+1 bonus on melee if above the target
Sound-based Perception checks	DC +1 per 20 ft distance.
Chasm	2d4 x 10 ft. deep or deeper at 2d8 x 10 ft. DC 15 climb check to climb out.

Desert

Desert Features	Rule Item
Detection range flat desert	6d6 x 20 ft.
Detection range desert w/ dunes	6d6 x 10 ft.
Ice Sheet (costs 2 squares movement)	+5 to DC of Acrobatics checks and must make a DC 10 Acrobatics check to run or charge.
Dense Rubble (costs 2 squares movement)	+5 to DC of Acrobatics and +2 to DC of Stealth checks
Light Rubble	+2 to DC of Acrobatics checks

Plains

Plains Features	Rule Item
Detection range	6d6 x 40 ft.
Light Rubble	+2 to DC of Acrobatics checks
Trench (costs 2 squares movement to leave,0 to enter)	+1 bonus on melee if above the target
Berm (1 uphill move to get to top, 1 downhill move to get to bottom)	provides cover as a low wall.
Fences	Mounted characters must make a DC 15 Ride check to leap over a fence.

Darkness

✦ Darkvision allows creatures to see perfectly well without any light at all, but characters with normal vision (or low-light vision, for that matter) can be rendered completely blind by putting out the lights.

✦ Torches or lanterns can be blown out by sudden gusts of subterranean wind, magical light sources can be dispelled or countered, or magical traps might create fields of impenetrable darkness.

✦ In many cases, some creatures might be able to see, while others are blinded. For purposes of the following points, a blinded creature is one who simply can't see through the surrounding darkness.

✦ Creatures blinded by darkness lose the ability to deal extra damage due to precision (for example, a sneak attack).

✦ Blind creatures must make a **DC 10 Acrobatics** skill check to move faster than half speed. Creatures that fail this check fall prone.

✦ Blinded creatures can't run or charge.

✦ All opponents have total concealment from a blinded creature (50% miss chance in combat). A blinded creature must first pinpoint the location of an opponent in order to attack the right square; if the blinded creature launches an attack without pinpointing its foe, it attacks a random square within its reach. For ranged attacks or spells against a foe whose location is not pinpointed, roll to determine which adjacent square the blinded creature is facing; its attack is directed at the closest target that lies in that direction.

✦ A blinded creature **loses its Dexterity modifier to AC** (if positive) and takes a **–2 penalty** to AC.

✦ A blinded creature takes a **–4 penalty** on **Perception** checks and most Strength- and Dexterity-based skill checks, including any with an armor check penalty. A creature blinded by darkness automatically fails any skill check relying on vision.

✦ Creatures blinded by darkness cannot use gaze attacks and are immune to gaze attacks.

✦ A creature blinded by darkness can make a **Perception** check as a free action each round in order to locate foes (DC equal to opponents' Stealth checks). A successful check lets a blinded character hear an unseen creature "over there somewhere." It's almost impossible to pinpoint the location of an unseen creature. A **Perception** check that beats the **DC by 20** reveals the unseen creature's square (but it still has total concealment).

✦ A blinded creature can grope about to find unseen creatures. A character can make a **touch attack** with his hands or a weapon into two adjacent squares using a **standard action**. If an unseen target is in the designated square, there is a **50% miss chance** on the touch attack. If successful, the groping character deals no damage but has pinpointed the unseen creature's current location. If the unseen creature moves, its location is lost.

✦ If a blinded creature is struck by an unseen foe, the blinded character pinpoints the location of the creature that struck him (until the unseen creature moves, of course). The only exception is if the unseen creature has a reach greater than 5 feet (in which case the blinded character knows the location of the unseen opponent, but has not pinpointed him) or uses a ranged attack (in which case, the blinded character knows the general direction of the foe, but not his location).

✦ A creature with the **scent** ability automatically pinpoints unseen creatures within 5 feet of its location.

Skills 1 acrobatics

Acrobatics
Dex; Armor Check Penalty

You can do one of the following:

✦ MOVE AT 1/2 SPEED ALONG NARROW SURFACES OR UNEVEN GROUND FOR 1 ROUND. FAILURE MEANS YOU DON'T PROGRESS.
- ➤ You are *flat-footed* and lose your Dexterity bonus.
- ➤ If you take damage while using **Acrobatics**, reroll your check to avoid falling or being knocked prone.
- ➤ **Rogues** with the *Ledge Walker* talent are **NOT** *flat-footed* and can move at full speed when traversing narrow surfaces.

✦ AVOID AoO IN THREATENED SQUARE OR MOVE THROUGH ENEMY'S SPACE
- ➤ Only available if capable of moving at full speed.
- ➤ Failing when **moving past** an opponent provokes **AoO**.
- ➤ Failing when **moving through** an opponent's square ends the movement just **before** entering the space and provokes **AoO.**

✦ MAKE JUMPS OR SOFTEN A FALL.
- ➤ **Horizontal/Long Jump DC**: number of ft. to jump. The DC doubles if 10 ft. of running space is not available.
- ➤ **Vertical Jump DC:** 4 x number of ft. to jump. The DC doubles if 10 ft. of running space is not available.
- ➤ **No jump** can exceed maximum movement for a round.
- ➤ DC modifiers based on the surface you are jumping from.
- ➤ **Fail by 4** or less: make a **DC 20 Reflex** save to grab hold of the other side, otherwise, you fall or land prone.
- ➤ **Fail by 5** or more: you fall or land prone.
- ➤ **Deliberate fall. DC 15** allows first 10 ft. fallen to be ignored.
- ➤ **Running jumps** travel the distance in ft. equal to the check result and are halved for a standing long jump.

Proficiency Bonus (3 or more ranks)

✦ You gain a **+3** dodge bonus to AC when **fighting defensively**.
✦ You gain a **+6** dodge bonus to AC when taking **total defense**.

Base DCs for Acrobatics checks

Narrow Surface	DC
Greater than 3 ft. wide	0 [1]
1-3 ft. wide	5 [1]
7-11 in. wide	10
2-6 in. wide	15
less than 2 in. wide	20

[1] No check is needed unless **other** modifiers increase the DC to 10 or higher.

Other Situations	DC	Rules
Uneven flagstone	10	Check only if you are Running/Charging - Fail: can't move.
Hewn stone	10	Check only if you are Running/Charging - Fail: can't run or charge, but you can act normally.
Long Jump (5 ft.)	5	+5 DC per each extra 5 ft. jumped
High Jump (1 ft.)	4	+4 DC per each extra 1 ft. jumped
Roof Peak	20	DC 15 if you are moving parallel on an angled surface. DC 10 when moving up and down across the peak.
Blinded/Darkness (*Blind-Fight* feat allows full speed without a check)	10	Check in order to move faster than 1/2 speed - Fail: Fall prone. Blinded creatures can't run or charge.
Dive into water (tale no damage)	15	Water must be 10 ft. deep for every 30 ft. fallen Add +5 DC though for each 50 ft. fallen. 50 ft. - DC 20 into 20 ft. of water 100 ft. - DC 25 into 40 ft. of water

Acrobatics DC Modifiers (modifiers stack across categories)

Surface (movement cost is in squares)	DC Modifier
Lightly obstructed (sand,undergrowth)	+2 (undergrowth: +2 to Stealth DC)
Scree (shifting gravel - adds +2 to Stealth DC)	+2 (on gradual slope) +5 (on steep slope).
Heavy Undergrowth (4 squares, Running\Charging impossible.)	+5 Conceals (30% miss chance), +5 circumstance to Stealth checks.
Severely obstructed (cavern, rubble, 2 squares)	+5 +2 Stealth DC
Bog (Shallow, 2 squares)	+2 +2 Stealth DC
Bog (Deep - 4' water or more, 4 squares)	+2 +2 Stealth DC. Can't Tumble.
Slippery (wet, icy slime, blood)	+2 (slightly/wet) or +5 (severely/icy)
Ice Sheet (2 squares, A DC 10 Acrobatics check is required to run or charge across an ice sheet).	+5
Sloped (running/charging downhill requires DC 10 check on entering or stumble 1d2x5 ft. later. Fail by 5+ and the creature falls prone at the end point).	+2 (45° or less) or +5 (>45°)
Slightly Unsteady (boat in rough water)	+2
Mildly Unsteady (boat in storm)	+5
Severely Unsteady (earthquake)	+10
Move at normal speed or greater	+5 (does not apply to jump checks)
Rubble	+2 (light) +5 (dense, +2 Stealth DC)
Heavily Rutted Street	+2
Natural Stone (non-path areas , 2 squares)	+5 can't run or charge

Check Modifiers	Bonus
Has the *Acrobatic* feat	+2 bonus (+4 if the user has 10+ ranks in Acrobatics).
Has the *Run* feat and jumping after a running start	+4 bonus
Ledge has Railings (railing is along a wall.)	+5 circumstance bonus
On Stairs (particularly steep stairs are difficult terrain too)	+4 circumstance bonus
Creatures Jumping (Base speed > 30)	+4 racial bonus per 10 ft > 30.
Creatures Jumping (Base speed < 30)	-4 racial bonus per 10 ft < 30.
Is a Halfling	+2 racial bonus.
Has a Monkey Familiar	+3 bonus.
Barbarian using Raging Leaper (the barbarian is always considered to have a running start.)	+level enhancement bonus.
Bard with Dance Performance skill	**Optional: The TOTAL dance bonus** replaces the Acrobatics skill bonus.
Monk using High Jump (the monk is always considered to have a running start.)	+level enhancement bonus. Can also spend 1 point from his *ki pool* to gain a +20 bonus for all jumps made in 1 round.

Avoiding AoO by using Acrobatics (Tumbling)

✦ Only available if capable of moving at full speed.
✦ Failing when **moving past** an opponent provokes **AoO**.
✦ Failing when **moving through** an opponent's square ends the movement just **before** entering the space and provokes **AoO.**

Avoid AoO	Base Acrobatics DC
Move through a threat zone at 1/2 speed	OCMD
Move through a threat zone at full speed	10 + OCMD
Move through an enemy space	5 + OCMD

OCMD = Opponent's Combat Maneuver Defense. Add a +2 DC for each extra opponent avoided in 1 round. Prone beings can move 5 ft. and the DC is increased by 5.

Combat Maneuver Defense: *10 + Base Attack Bonus + Str modifier + Dex modifier + size modifier + other modifiers*

Size Modifiers: Fine –8, Diminutive –4, Tiny –2, Small –1, Medium +0, Large +1, Huge +2, Gargantuan +4, Colossal +8

Skills 2 appraise, bluff, sense motive

Appraise   *Int*

- ✦ **Quickly find most valuable item in a hoard:** *full-round action*: **DC: 20** or up to **30** for large hoards.
- ✦ **Appraise common item:** *standard action*: **DC 20.**
  - ➤ Succeeding the roll by **5** or more identifies if the item has **magic propeties, but not the abilities.**
  - ➤ Failure by less than **5** determines value within 20%. Failure by **5 or more** may result in wildly innaccurate values.

Modifiers	Bonus
Use magnifying glass on small/highly detailed items	+2
Use merchant scales on items valued by weight	+2
Appraiser has a raven familiar	+3
Appraiser is a dwarf (racial bonus)	+2

Sense Motive   *Wis*

- ✦ A success lets you avoid being **bluffed** (see the **Bluff** skill).
- ✦ **Sense Motive** can be used when an opponent tries a **Feint**.

Common Uses

- ✦ Most uses take about 1 minute. Discerning secret messages can be done in a combat round.
- ✦ **Try Again:** No, but Sense Motive checks are always made against any opposing Bluff check.

Task	DC
Hunch (assess trustworthiness, talking to an imposter, something is wrong)	20
Sense Enchantment (being influenced)	25 (15 if the target dominated)
Discern Secret Message	Succeed against the Bluff check of the sender.

Bluff Resistance Modifiers	
Circumstance	Sense Motive Modifier
Has the *Alertness* feat	+2 bonus (+4 if the user has 10+ ranks in Sense Motive).
Bluffing creature is a favored enemy	+2

- ✦ **Hunch**: You sense from another's behavior something about its character, such as talking to an impostor or measuring trustworthiness.
- ✦ **Sense Enchantment**: You discern that someone's behavior is influenced by a magical enchantment. If the target is dominated, the DC is reduced to 15.
- ✦ **Discern Secret Messages:** Take a -2 penalty for each parcel of information missing. **Succeeding by 4 or less**, means no hidden information is sensed. **A failure by 5 or more** means that some false information may be inferred (GM discretion).

Bluff (creatures aware of you only)   *Cha*

Fool Another   *full-round or longer for complex lies*

- ✦ Opposed by the target's **Sense Motive** check.

Bluff Examples	
Circumstance	Bluff Modifier
Target wants to believe you	+5
The lie is believable; doesn't affect the target much	+0
An unlikely lie or puts the target at some risk	-5
A far-fetched lie or puts the target at significant risk	-10
An impossible lie, almost too incredible to consider	-20
The target is drunk or impaired	+5
You possess convincing proof	up to +10

Other Modifiers	Bonus
Bluffer has a viper familiar	+3
Bard with Act, Comedy, Sing, or String Performance skill	**Optional: The** TOTAL **skill bonus** replaces the Bluff skill bonus.
Bluffed creature is a favored enemy	+3
Bluffer is an Enchanter (Enchanting Smile)	+2 enhancement bonus plus +1 for every 5 wizard levels (max +6)
Bluffer has the Deceitful feat	+2 bonus (+4 if the user has 10+ ranks in Bluff).

- ✦ **Success**: The target reacts/believes as you wish for a short time **Try Again:** Possibly (GM discretion), but at a -10 penalty.

Secret Messages   *2x normal delivery time*

- ✦ **Delivery**: **DC 15** for simple messages, **DC 20** for complex ones. Failure by **5 or more;** false data has been implied or inferred.
- ✦ Creatures receiving the message can decipher it by making a **Sense Motive** check against your **Bluff**.
- ✦ **Try Again**: Yes, but only once per round.

Creating a Diversion to Hide

- ✦ A successful **Bluff** check creates a momentary diversion to allow the bluffer to make a **Stealth** check while people are aware.

Feint   *standard action*

- ✦ You cannot feint against a creature that has no **Int** score.

DC = Greater of 10 + Opponent's BAB + Opponent's Wis Modifier or 10 + Sense Motive bonus.

- ✦ The *Improved Feint* feat makes a **Feint** a **Move Action**.
- ✦ Feinting against a non-humanoid is at a **-4 penalty**.
- ✦ Feinting against unintelligent creatures (Int 1 or 2): **-8 penalty**.
- ✦ **Success**: The target is denied any Dexterity bonus to AC on your next attack. The attack must be made on or before your next turn.
- ✦ **Try Again:** Yes.

Skills 3 climb

Climb
Str; Armor Check Penalty, move action

You lose your Dexterity bonus to AC (unless you have a climb speed). You can't use a shield while climbing

- ✦ You can't take 20 with the **Climb** skill.
- ✦ You need both hands free to climb, but you may cling to a wall with one hand while you cast a spell or take some other action that requires only one hand.
- ✦ One check allows you to advance up, down, or across a slope, wall, or some other steep incline (ceiling with handholds) at 1/4 your normal speed. A **slope** is inclined less than 60 degrees; a wall is more. With a **-5 penalty**, you can move 1/2 your speed.
- ✦ Creatures with **climb speed** move at that speed and gain a **+8 racial bonus** to climb checks. Taking a **-5 penalty** allows one to move at the lower of its **land speed** or **2x its climb speed**.
  - ➤ Can choose to **take 10**, even if rushed or threatened.
  - ➤ Cannot use the **run** action while climbing.
- ✦ Move actions including climbing require a separate Climb check.
- ✦ A successful **DC 10 Climb** check reduces the movement cost to navigate **hedgrows** to 2 squares of movement.
- ✦ **Failure by 4 or less** means you make no progress; **fail by 5 or more** and you fall from whatever height you have attained.
- ✦ The **DC** depends on the conditions of the climb.

DC	Example Surface or Activity
0	a slope too steep to walk up, knotted rope with a wall to brace against.
5	rope with a wall to brace against, knotted rope, rope affected by the *rope trick* spell.
10	a surface with ledges to hold on to and stand on, such as a very rough wall or a ship's rigging.
15	surface with adequate handholds and footholds (natural or artificial - *eg.* pitons). cliffs and chasms, unworked stone, very rough natural rock, tree, an unknotted rope, pulling yourself up when dangling by your hands
20	uneven surface with narrow handholds and footholds, such as a typical wall in a dungeon or ruins.
25	A rough surface, such as a natural rock wall, hewn stone, or a brick or iron wall. A typical city building wall.
30	An overhang or ceiling with handholds but no footholds. A paper-thin wall or one made of paper. A typical city wall.
-	A perfectly smooth, flat, vertical (or inverted) surface cannot be climbed.
20	Masonry or Reinforced Masonry wall.
21	Wooden wall

DC Mod	Surface Modifiers (modifiers stack)
-10	a chimney (artificial or natural) or other location where you can brace against two opposite walls.
-5	a corner where you can brace against perpendicular walls.
+5	Surface is slippery

Check Modifiers	Bonus
Is a Halfling	+2 racial bonus
Barbarian using Raging Climber	**+level** enhancement bonus.
Climber has a lizard familiar	+3
Move at 1/2 normal speed	-5
Has **Athletic** feat	**+2** bonus (**+4** if the user has 10+ ranks in Climb).
Climber has a climber's kit	+2 circumstance bonus

- ✦ If you take damage while climbing, make a **Climb** check or fall from your current height, sustaining appropriate falling damage.
- ✦ You can pound pitons at 1 minute per piton. One piton is needed per 5 feet of distance. A climber with a handaxe or similar implement can cut handholds in an ice wall.
- ✦ You can use a rope to haul a character through sheer strength. You can lift double your maximum load in this manner.

Falling

- ✦ **Catching Yourself When Falling:** DC = wall's DC + 20 to catch yourself on wall. For a slope, DC = slope's DC + 10.
- ✦ **Catching a Falling Character While Climbing:** Requires a successful **Melee Touch Attack** against the falling character. The target can forego any **Dex** bonus to **AC** if desired. If you hit, immediately attempt a **Climb** (DC = wall's DC + 10). If his total weight, including equipment, exceeds your heavy load limit, you automatically fall. If you fail by 4 or less, the character falls but you don't lose your grip on the wall. Otherwise you fall as well.

Falling and Falling Damage

- ✦ Take 1d6 points of damage per 10' fallen, maximum of 20d6.
- ✦ Deliberate jumping treats the first 1d6 as non-lethal.
  - ➤ **A DC 15 Acrobatics** check avoids damage from first 10 feet and makes the next 10 feet deliver non-lethal damage.
- ✦ You can make a **DC 10 Fly** check to negate the damage, but only if you are not falling from a failed **Fly** check or a **collision**.
- ✦ Falling onto yielding surfaces converts the first 1d6 of damage to non-lethal. This is cumulative with jumping and **Acrobatics**.
- ✦ When jumping into water at least 10 feet deep, the first 20 feet of falling does no damage. The next 20 feet does nonlethal (1d3 per 10-foot increment). Beyond that, lethal damage (1d6 per additional 10-foot increment).
- ✦ Divers making a **DC 15 Swim** or **Acrobatics** check take no damage so long as the water is 10 feet deep for every 30 feet fallen. Add **+5 DC** for every 50 feet of the dive.
- ✦ Spells cannot be cast unless they are immediate actions or the fall is >500'.
  - ➤ Concentration Check DC: 20 + spell level.
  - ➤ Teleporting preserves momentum, so damage can accrue.

Skills 4 disable device, disguise

Disable Device   *Dex; Armor Check Penalty; Trained Only*

✦ This check is rolled secretly.
✦ Take 10 and 20 can be used when opening locks.
✦ Any **Aid Another** check requires the aider to have the **Disable Device** skill.
✦ If the check succeeds, you disable the device. **If it fails by 4 or less**, you have failed but can try again. **Failing by 5 or more** means something goes wrong. If the device is a trap, it is sprung while sabotaged items still work normally.
✦ You can rig simple devices such as saddles or wagon wheels to work normally for a while and then fail or fall off some time later (usually after 1d4 rounds or minutes of use).

Device	Time	DC [1]	Example
Simple	1 rnd	10	Jam a lock
Tricky	1d4 rnds	15	Sabotage a wagon wheel
Difficult	2d4 rnds	20	Disarm a trap, reset a trap, Remove a door hinge, disable siege engine.
Extreme	2d4 rnds	25	Disarm a complex trap, cleverly sabotage a clockwork device
Magical	varies	25+spell level. User must have the **trapfinding** class feature. Cannot use **Aid Another**.	

1 If you attempt to leave behind no trace of your tampering, add 5 to the DC.

Check Modifiers	Bonus
Is a Rogue	**+1/2 level** bonus (min +1)
Working without Thieves' Tools	-2 circumstance penalty
Using Masterwork Thieves' Tools	+2 circumstance bonus
Has **Deft Hands** feat	**+2** bonus (**+4** if the user has 10+ ranks in Disable Device).
Using the Ranged Legerdemain ability (Arcane Trickster). Allows the skill to be used up to 30 ft. away.	-5 and cannot Take 10 if using the skill at a distance

✦ **Try Again**: Yes, if you have missed the check by **4 or less.** You must be aware that you have failed in order to try again.
✦ The **Quick Disable** ability halves the disable time required.
✦ A rogue who beats a trap's DC by 10 or more can study the trap, figure out how it works, and bypass it (along with her companions) without disarming it.
✦ The spells *fire trap*, *glyph of warding*, *symbol*, and *teleportation circle* also create traps that can be disarmed. *Spike growth* and *spike stones*, however, do not. See the individual spell descriptions for details.

Open Lock   *full-round action*

✦ Take 10 and 20 can be used when opening locks.
✦ Any **Aid Another** check requires the aider to have the **Disable Device** skill.
✦ Disable Device Check modifiers apply.

Lock	DC	Lock	DC
Simple	20	Good	30
Average	25	Amazing/Superior	40

Disguise   *Cha*

✦ Opposed by the others' **Perception** check result.
✦ If you do not draw attention to yourself, others do not get to make **Perception** checks.
✦ **Normally suspicious** people (guards at a gate) usually **Take 10** on their Perception check.
✦ You get only one **Disguise** check per use of the skill, regardless of the number of **Perception** checks against it; the roll is secret.
✦ A disguise can only make you appear from one size category smaller to one size greater, but does not change your actual size or reach.

Disguise Type	Check Modifier
Minor details only	+5
Disguised as different gender [1]	-2
Disguised as different race [1]	-2
Disguised as different age category [1] (young, adult, middle age, old, venerable)	-2 per step of difference from disguiser's age
Has the **Deceitful** feat	+2 bonus (+4 if the user has 10+ ranks in Disguise).
Using a Disguise Kit	+2

1 These modifiers are stackable with each other

✦ If impersonating a particular individual, those who know that person are automatically suspicious and modify their **Perception** checks.

Viewer's Perception Check Modifiers	
Familiarity	Perception Modifier
Recognizes on sight	+4
Friends or associates	+6
Close friends	+8
Intimate	+10

✦ Checks are usually made on first meeting and once hourly.
✦ When casually meeting multiple creatures for short periods, average their Perception modifiers and check once per day or hour.
✦ Creating a disguise requires 1d3x10 minutes of work.
  ➤ Magic alterations take the time to cast the spell or trigger the effect.
✦ **Try Again**: Yes, but others will be more suspicious.

Special

✦ Form-altering magic, such as *alter self*, *disguise self*, *polymorph*, or *shapechange*, grants a **+10** bonus on **Disguise** checks (see the individual spell descriptions).
✦ You must succeed on a **Disguise** check with a **+10** bonus to duplicate the appearance of a specific individual when using the *veil* spell.
✦ Divination magic that allows people to see through illusions (such as *true seeing*) does not penetrate a mundane disguise, but it can negate the magical component of a magically enhanced one.
✦ You must make a **Disguise** check when you cast a *simulacrum* spell to determine how good the likeness is.

Ways to Beat A Trap

✦ **Ranged Attack Traps**: Can be smashed if accessible. Projectile holes can be plugged (unless its ammunition damage can break through).
✦ **Melee Attack Traps:** Can be thwarted by smashing the mechanism or blocking the weapons. A character studying the trap as it triggers, might be able to time his dodges to avoid damage. Exclusively studying a trap when it first goes off gains a **+4 dodge bonus** against its attacks if it is triggered again within the next minute.
✦ **Pits:** Generally ruins only the trapdoor, making it an uncovered pit. Filling in the pit or building a makeshift bridge across it is an application of manual labor, not the **Disable Device** skill. Spikes at the bottom of a pit break just as daggers do.
✦ **Magic Traps:** A successful **targeted** *dispel magic* vs. the level of the trap's creator suppresses the trap for 1d4 rounds.

Skills 5 escape artist, fly

Escape Artist   *Dex; Armor Check Penalty*

✦ Take 10 and 20 can be used when escaping.
✦ A Creature can only escape from ropes and bindings with a **DC** less than **20 + Escape Artist** skill bonus.
✦ If you **squeeze** through a space less than 1/2 your space's width, **you can't attack**, you take a **-4 penalty to AC** and lose your **Dexterity bonus to AC**.

Restraint	Escape Artist DC
Ropes	20 + Binder's **CMB**
Net, *animate rope* spell, *command plants* spell, *control plants* spell, or *entangle* spell	20
Snare spell	23
Manacles	30
Squeeze: Tight space (head fits, shoulders don't)	30
Masterwork manacles	35
Escape Grapple: Replaces a combat maneuver check to escape a grapple or to change from pinned condition to merely grappled.	Grappler's **CMD**

Check Modifiers	Bonus
Has **Stealthy** feat	**+2 bonus (+4** if the user has 10+ ranks in Escape Artist).
Wearing *slick* armor	+5 competence bonus
Wearing *improved slick* armor	+10 competence bonus
Wearing *greater slick* armor	+15 competence bonus

✦ **Tight Space**: If the space is long you may need to make multiple checks. at least 1 minute, maybe longer, depending on how long the space is.
✦ Escape from rope bindings, manacles, or other restraints (except a grappler) requires 1 minute of work.
✦ Escaping from a net or an *animate rope*, *command plants*, *control plants*, or *entangle* spell is a **full-round action.**
✦ Escaping from a grapple or pin is a **standard action**.
✦ **Try Again:** Varies. You can make another check after a failed check if you're squeezing your way through a tight space, making multiple checks. You can make additional checks, or even take 20, as long as you're not being actively opposed.

Falling and Falling Damage

✦ Take 1d6 points of damage per 10' fallen, maximum of 20d6.
✦ Deliberate jumping treats the first 1d6 as non-lethal.
  ➤ A DC 15 Acrobatics check avoids damage from first 10 feet and makes the next 10 feet deliver non-lethal damage.
✦ You can make a **DC 10 Fly** check to negate the damage, but only if you are not falling from a failed **Fly** check or a **collision**.
✦ Falling onto yielding surfaces converts the first 1d6 of damage to non-lethal. This is cumulative with jumping and **Acrobatics**.
✦ When jumping into water at least 10 feet deep, the first 20 feet of falling does no damage. The next 20 feet does nonlethal (1d3 per 10-foot increment). Beyond that, lethal damage (1d6 per additional 10-foot increment).
✦ Divers making a **DC 15 Swim** or **Acrobatics** check take no damage so long as the water is 10 feet deep for every 30 feet fallen. Add **+5 DC** for every 50 feet of the dive.
✦ Spells cannot be cast unless they are immediate actions or the fall is >500'.
  ➤ Concentration Check DC: 20 + spell level.
  ➤ Teleporting preserves momentum, so damage can accrue.

Fly   *Str; Armor Check Penalty; Trained Only*

✦ A flying creature moving more than half its speed needs no check. In a turn, it can turn 45° (sacrificing 5 ft. of move), rise at half speed (45° angle), and descend (any angle, normal speed).
✦ Any other maneuver requires a check.
✦ You are **not flat-footed** while flying.
✦ **Try Again**: You can attempt a **Fly** check to perform the same maneuver on subsequent rounds.

Flying Maneuver	Fly DC
Move less than half speed and remain flying	10
Hover	15
Turn greater than 45° by spending 5 feet of movement	15
Turn 180° by spending 10 feet of movement	20
Fly up at a greater than 45° angle	20

Check Modifiers	Fly Modifier
Bard with Dance Performance skill	**Optional:** The TOTAL skill bonus replaces the Fly skill bonus.
Flyer has a bat familiar	+3
Has **Acrobatic** feat	**+2 bonus (+4** if the user has 10+ ranks in Fly).

Size Modifiers: Fine +8, Diminutive +6, Tiny +4, Small +2, Medium +0, Large -2, Huge -4, Gargantuan -6, Colossal -8
Maneuverability Modifiers: Clumsy -8, Poor -4, Average +0, Good +4, Perfect +8

Winged Flight Issues (using wings)

✦ **Take Damage**: make a **DC 10 Fly** check or lose 10 ft. of altitude. Descent does not provoke **AoO**, doesn't count against movement.
✦ **Collision**: with an object your size or larger, make a **DC 25 Fly** check or plummet to the ground (taking falling damage).
✦ **Try Again failure**: If you fail a try again check by **5** or more, you plummet to the ground (taking falling damage).

High Wind Speeds

Wind Force	Wind Speed (mph)	Checked Size	Blown Away Size	Fly Penalty
Light	0-10	-	-	-
Moderate	11-20	-	-	-
Strong	21-30	Tiny	-	-2
Severe	31-50	Small	Tiny	-4
Windstorm	51-74	Medium	Small	-8
Hurricane	75-174	Large	Medium	-12
Tornado	175+	Huge	Large	-16

✦ **Checked Effects:** Creatures of the listed size of smaller must succeed on **DC 20 Fly** check to move at all.
✦ **Blown Away Effects:** Creatures of listed size of smaller must succeed on **DC 25 Fly** check or be blown back **2d6x10 ft.** and take **2d6 non-lethal damage**. Must also make a **Checked Size Fly** check.

Combat Maneuver Bonus: *Base Attack Bonus + Str modifier + size modifier + other modifiers*

Combat Maneuver Defense: *10 + Base Attack Bonus + Str modifier + Dex modifier + size modifier + other modifiers*

Size Modifiers: Fine –8, Diminutive –4, Tiny –2, Small –1, Medium +0, Large +1, Huge +2, Gargantuan +4, Colossal +8

Skills 6 heal

Heal
Wis; standard action

Healing Task	DC
First Aid / Heal bleeding damage; standard action	15
Long-term care (8 hours doing light activity)	15
Treat wounds from caltrops (non-combat: *spike growth* or *spike stones*) 10 minutes	15
Treat deadly wounds; 1 hour	20
Treat poison	Poison's save DC
Treat disease (non-combat)	Disease's save DC

Check Modifiers	Bonus
Treating Deadly Wounds without 2 healer's kits	-2 penalty per kit missing
Using Healer's Kit	+2 circumstance bonus
Has **Self-Sufficient** feat	**+2 bonus** (**+4** if the user has 10+ ranks in Disable Device).

✦ **First Aid:** You stabilize a character that has negative hit points and is losing them at some rate. A stable character regains no hit points but stops losing them; standard action.
  ➤ Also stops hit point loss from bleeding.
✦ **Treat wound from caltrop:** A successful **Heal** check removes the one-half speed movement penalty.
✦ **Treat wound from *spike growth* or *spike stones*:** A character can remove the 1/3 speed penalty by taking 10 minutes and succeeding a **Heal** check against the spell's save **DC**.
✦ **Treat Deadly Wounds:** Takes 2 uses from a healer's kit and you suffer a **-2** penalty for each use you lack. Restores 1HP/level of creature. If you beat **DC** by 5, add your **Wis** modifier. Must be done within 24 hours and can be attempted once per day.
✦ **Treat Poison of Disease:** Every time the affected character makes a saving throw against the situation, you make a **Heal** check against the effect's **DC**. If successful, the character receives a **+4** competence bonus on his saving throw against the poison or disease.
✦ **Long Term Care:** A successful **Heal** check doubles the recovery rate for ability damage or hit points
  ➤ **2 HP/level** for a full 8 hours, **4 HP/level** for a full day of rest.
  ➤ **2 ability points** for 8 hours or **4 ability points** for a full day of rest.
✦ **Retries**: You can always retry a **First Aid** check, assuming the target of the previous attempt is still alive. Other types of retries can be made if you witness proof of the previous check's failure.

Effects of Hit Point Damage

Disabled (0 Hit Points)
✦ You are **staggered**. Take only a single **move** or **standard action** each turn (but not both). A **standard action** (or any other strenuous action) delivers 1 point of damage after completion and you are dying. (unless the action increases hit points).
✦ Becomimg **disabled** when recovering from **dying**. allows you to have fewer than 0 hit points.

Dying (negative Hit Points)   **DC 15 Heal stabilizes**
✦ When your current hit points drop negative, you are **dying**.
✦ You fall **unconscious** and can take no actions.
✦ You **lose 1 hit point every round** until you die or become **stable**.

Dead (-Con Hit Points or Lower)
✦ When your current hit points drop to -Con or below, or you take **massive damage**, you die. You can also die from taking ability drain or damage that reduces your **Constitution** to 0.

Stable Characters and Recovery
✦ Each turn after hit points go negative, make a **DC 10 Constitution** check to become stable (when rolling, add your Con modifier; apply a penalty equal to the negative hit point amount; a nat. 20 is automatic success); otherwise, lose 1 hit point. (You can't change your Initiative count if you are unconscious or dying).
✦ Characters taking continuous damage automatically fail the Constitution check (additionally losing 1 hit point).
✦ **You can keep a dying character from losing any more hit points and make him stable with a DC 15 Heal check**.
✦ ANY Healing stops hit point loss and you become stable.
✦ Healing to 0 hit points makes you conscious and disabled. Any more healing makes you fully functional.
✦ **Recovering with Help**: A stable character makes a **DC 10 Constitution** check every hour to become **conscious** and **disabled**. Even if unconscious, recover hit points naturally. A nat. 20 is an automatic success.
✦ **Recovering without Help:** Roll a **DC 10 Constitution** check every hour to become **conscious**, otherwise lose **1 hit point**. You do not recover hit points through natural healing.
  ➤ Once **conscious**, A **DC 10 Constitution** check less the negative hit point total once per day (after 8 hours rest) starts natural hit point recovery (starting with that day); otherwise, lose 1 hit point (stay conscious).

Temporary Hit Points
✦ Temporary hit points are lost before real hit points. They cannot be restored, even by magic.
✦ **Increases in Constitution Score and Current Hit Points:** These are not temporary hit points. They can be restored and they are not lost first as temporary hit points are.

Nonlethal Damage
✦ **Dealing Nonlethal Damage:** Keep a running total of how much you've accumulated. Do not deduct from your current hit points. When **nonlethal damage equals** your **current hit points**, you're **staggered**, and when it **exceeds** your **current hit points**, you fall **unconscious**.
✦ **Nonlethal Damage with a Weapon that Deals Lethal Damage:** You can use a melee weapon that deals lethal damage to deal nonlethal damage instead, but you take a **-4 penalty** on your attack roll.
✦ **Lethal Damage with a Weapon that Deals Nonlethal Damage:** You can use a weapon that deals nonlethal damage, including an unarmed strike, to deal lethal damage instead, but you take a **-4 penalty** on your attack roll.
✦ Staggered and Unconscious: When your nonlethal damage equals your current hit points, you're staggered. You can only take a **standard action** or a **move action** in each round. You cease being staggered when your current hit points once again exceed your nonlethal damage.
✦ Non-regenerating creatures take lethal damage once the non-lethal damage reaches maximum hit points.
✦ Spellcasters who fall unconscious retain any spellcasting ability they had before going unconscious.
✦ Healing Nonlethal Damage: You heal nonlethal damage at the rate of 1 hit point per hour per character level.
✦ When a spell or a magical power cures hit point damage, it also removes an equal amount of nonlethal damage.

Skills 7 intimidate, perception

Intimidate
Cha

- ✦ **Intimidate to force friendliness**: DC = 10+target's hit dice+target's Wisdom modifier. Success results in 1d6*10 minutes of cooperation
  - ➤ A cooperative target will remain so as long as the intimidator does not endanger him. When no longer intimidated, the target will be unfriendly and possibly report events to authorities.
  - ➤ If this check is failed by 5 or more, the target will attempt to deceive you or hinder your activities.
  - ➤ This action takes about 1 minute of time.
- ✦ **Demoralize:** DC = 10+target's hit dice+target's Wisdom modifier. Success results in target being shaken for 1 round plus 1 more for each 5 points the check result beats the DC.
  - ➤ You must be within 30 ft. of the target and he can clearly see and hear you.
  - ➤ This is a standard action

Check Modifiers	Bonus
Intimidator is larger than target	+4 bonus
Intimidator is smaller than target	-4 penalty
Has **Persuasive** feat	+2 bonus (+4 if the user has 10+ ranks in Intimidate).
Has **Intimidating Prowess** feat	+Strength modifier.
Intimidator is a half-orc	+2
Intimidator is an Enchanter (Enchanting Smile)	+2 enhancement bonus plus +1 for every 5 wizard levels (max +6)
Bard with Comedy, Keyboard Instruments, or Percussion Performance skill	**Optional: The TOTAL skill bonus** replaces the Intimidate skill bonus.
Barbarian uses Intimidating Glare	becomes a move action and the foe is shaken for 1d4 + 1 per 5 points exceeded.

- ✦ **Try Again**: Yes, but the DC to intimidate increases by +5 unless a full hour has passed.
- ✦ Directing a crowd in a city is a free action and is DC 20, unless two groups are trying to direct. It then becomes an opposed Intimidate check, with the victor still requiring the minimum DC 20 to succeed.

Perception
Wis

Check for Surprise

- ✦ Roll vs. the opponent's **Stealth** check to avoid being surprised.

Common DC Modifiers	DC Modifier
Distance to the source, object, or creature	+1/10 ft.
Through a closed door	+5
Through a wall	+10/foot of thickness
Favorable Conditions	-2
Unfavorable Condtions	+2
Terrible Conditions	+5
Creature making the check is distracted	+5
Creature making the check is asleep	+10
Creature is Invisible	+10

Common Check Modifiers	Check Modifier
Distance to the source, object, or creature	+1/10 ft.
Through a closed door	+5
Through a wall	+10/foot of thickness

Common Check Modifiers	Check Modifier
Favorable Conditions	-2
Unfavorable Condtions	+2
Terrible Conditions	+5
Creature making the check is distracted	+5
Creature making the check is asleep	+10
Creature is Invisible	+10
Seeker has a hawk or owl familiar	+3
Has **Alertness** feat	+2 bonus (+4 if the user has 10+ ranks in Perception).
Is an Elf, half-elf, gnome, or halfling	+2 racial bonus
Is a ranger in his favored territory	**+2**

Sight	DC
A hidden creature	opponent's **Stealth**
A visible creature	0
A trap	varies by trap
A concealed door	15+
A hidden compartment	15+
A secret door	20+

Sound	DC
A creature moving silently	opponent's **Stealth**
A battle	-10
Details of a normal converation	0
Hear a creature walking	10
A key being turned in a lock	20
A bow being drawn back to fire	25

Smell	DC
Rotting garbage	-10
Smoke	0
Inhaled poison	Poison's DC

Smell Check Modifiers	Check Modifier
Has the scent special property	+8

Taste	DC
Spoiled food	5
Ingested poison	Poison's DC
Identify Potion	15 + caster level

Touch	DC
Burrowing creature	25
Notice a pickpocket attempt	opponent's **Sleight of Hand**

Touch Check Modifiers	Check Modifier
Has the tremorsense special property. They automatically make any such checks in their range	+8

Other Notes

- ✦ **Intentionally** searching for a stimulus is a **Move** action.
- ✦ **Try Again:** Yes, as long as the stimulus is still present.
- ✦ **Favorable and unfavorable conditions:** depend upon the sense being used to make the check. For example, bright light might increase the DC of checks involving sight, while torchlight or moonlight might give a penalty. Background noise might reduce a DC involving hearing, while competing odors might penalize any DC involving scent.
- ✦ **Unfavorable conditions:** more extreme. For example, candlelight for DCs involving sight, a roaring dragon for DCs involving hearing, and an overpowering stench covering the area for DCs involving scent.

Skills 8 ride, sense motive, sleight of hand

Ride   *Dex; move action*

✦ Typical riding actions don't require checks. You can saddle, mount, ride, and dismount from a mount without a problem as a move action.

Task	DC	Task	DC
Guide with knees	5	Leap (over a fence - **Fail**: rider falls out of saddle beyond fence)	15
Stay in saddle	5	Spur mount	15
Fight with combat-trained mount	10	Control mount in battle	20
Cover	15	Fast mount or dismount (Armor check penalty applies)	20
Soft fall	15		
Climbing Steep Slope	10	(**Fail**: Rider stumbles and ends movement 1d2 * 5 ft. later)	

Ride Check Modifiers	Bonus
Riding bareback	-5 penalty
Using a miltary saddle	+2 circumstance bonus on checks related to staying in the saddle.
Riding a creature ill-suited as a mount	-5 penalty
Has **Animal Affinity** feat	+2 bonus (+4 if the user has 10+ ranks in Riding).

✦ **Guide with Knees:** You can use both hands in combat. Make your **Ride** check at the start of your turn. If you fail, you can use only one hand this round. Does not take an action.

✦ **Stay in Saddle:** You react instantly to try to avoid falling when your mount rears or bolts unexpectedly or when you take damage. This usage does not take an action.

✦ **Fight with Combat-Trained mount:** You direct your war-trained mount to attack, you can still attack. This usage is a free action.

✦ **Cover:** Drop down and hang alongside your mount, using it as cover. You can't attack or cast spells. You get the cover if your **Ride** check succeeds. This usage does not take an action, but recovering back is a move action.

✦ **Soft Fall:** Avoid damage when you fall off a mount - when it is killed or when it falls. If you fail your **Ride** check, you take 1d6 points of falling damage. This does not take an action.

✦ **Leap:** Leap obstacles as part of movement. Use the lower of your **Ride** modifier or the mount's **Acrobatics** modifier to see how far the creature can jump. If you fail your Ride check, you fall off the mount when it leaps (at least 1d6 points). This usage does not take an action, but is part of the mount's movement.

✦ **Spur Mount:** Cannot be used on a fatigued mount. Spur your mount to greater speed with a move action. Increases the mount's speed by 10 feet for 1 round but deals 1d3 points of damage to the creature. You can use this ability every round, but the mount becomes fatigued after a number of rounds equal to its Constitution score.

✦ **Control Mount in Battle:** Move action. Control a light horse, pony, heavy horse, or other mount not trained for combat riding while in battle. You can do nothing else in that round if you fail. You do not need to roll for horses or ponies trained for combat.

✦ **Fast Mount or Dismount:** Mount or dismount from a mount one size category larger or less than yourself as a free action, provided you still have a move action available. If you fail, mounting or dismounting is a move action.

Sense Motive   *Wis*

✦ A success lets you avoid being **bluffed** (see the **Bluff** skill).
✦ **Sense Motive** can be used when an opponent tries a **Feint**.

Common Uses

✦ Most uses take about 1 minute. Discerning secret messages can be done in a combat round.
✦ **Try Again:** No, but Sense Motive checks are always made against any opposing Bluff check.

Task	DC
Hunch (assess trustworthiness, talking to an imposter, something is wrong)	20
Sense Enchantment (being influenced)	25 (15 if the target dominated)
Discern Secret Message	Succeed against the Bluff check of the sender.

Bluff Resistance Modifiers	
Has the *Alertness* feat	+2 bonus (+4 if the user has 10+ ranks in Sense Motive).
Bluffing creature is a favored enemy	+2

✦ **Hunch**: You sense from another's behavior something about its character, such as talking to an impostor or measuring trustworthiness.

✦ **Sense Enchantment**: You discern that someone's behavior is influenced by a magical enchantment. If the target is dominated, the DC is reduced to 15.

✦ **Discern Secret Messages:** Take a -2 penalty for each parcel of information missing. **Succeeding by 4 or less**, means no hidden information is sensed. **A failure by 5 or more** means that some false information may be inferred (GM discretion).

Sleight of Hand   *Dex; Trained Only; Armor Check Penalty*

✦ **Sleight of hand** is a standard action. Untrained checks are simple Dexterity checks with a max success available vs. DC 10.

Palming

✦ **DC 10** is used when palming a coin-sized, unattended object.
✦ **Under close observation**: roll vs. the observer's Perception check. This does not prevent the action.
✦ **Hiding small objects**: record the check when hiding light weapons, darts, slings, hand crossbows and the like. Observers roll an opposed **Perception** check to notice.
✦ Frisking is an opposed **Perception+4** check

Lifting (cannot be used in combat if target is aware)

✦ **DC 20** is used when lifting an object from a creature.
✦ Target compares opposed **Perception** check to notice.

Sleight of Hand Modifiers	
Turn into a Move action	-20 penalty
Has the *Deft Hands* feat	+2 bonus (+4 if the user has 10+ ranks in Sleight of Hand).
Bluffing creature is a favored enemy	+2
Try again	+10 after failure
Hiding a dagger	+2
Hiding coins, shuriken, and rings	+4
Concealing into heavy or baggy clothing	+2
Using the Ranged Legerdemain ability (Arcane Trickster). Allows the skill to be used up to 30 ft. away.	-5 and cannot Take 10 if using the skill at a distance
Is a Pathfinder Chronicler	+4

Skills 9 spellcraft, stealth, swim

Spellcraft   *Int*

- ✦ Identify a spell as it is being cast (no action).
- ✦ Learn a spell from a spellbook (1 hour per spell level, 0-level spells take 30 minutes).
- ✦ Prepare a spell from a borrowed spellbook (1 hour).
- ✦ Avoid losing a spell as it is being cast (no action).
- ✦ Concentrate on a spell (no action).
- ✦ Maintain a spell after being damaged (no action).
- ✦ Ascertain properties of a magical item (3 rnds/item and must be able to thoroughly examine the object.

Task (SL is Spell Level)	Spellcraft DC
Learn a spell from a spellbook or scroll	15 + SL
Readying to Counterspell, Identify a spell as it is being cast	15 + SL
Prepare a spell from a borrowed spellbook	15 + SL
Copy a spell or scroll to your spellbook	15 + SL
Identify properties of a magic item using *detect magic*	15 + item's caster level
Decipher a scroll	20 + SL
Craft a magic item	varies by item

Note: Specialist wizards gain a **+2 bonus** to identify, learn, and prepare spells from their chosen school. They suffer a **-5 penalty** on similar checks for opposed schools.

Spellcraft Modifiers	
Is an elf identifying magical item properties	+2 racial bonus
Has the *Magical Aptitude* feat	+2 bonus (+4 if the user has 10+ ranks in Spellcraft).
Copying spell that is part of his specialty school	+2

- ✦ **Try again**:
  - ➢ You cannot retry checks to identify a spell. You must wait 1 week before trying again.
  - ➢ You cannot retry to cast a spell while distracted.
  - ➢ You may retry a failed learning from a spellbook or scroll after 1 week of time.
  - ➢ You may retry preparing a spell from a borrowed spell book the next day

Stealth   *Dex*

Check to Avoid Detection

- ✦ Roll vs. the opponent's **Perception** check to avoid being noticed.
- ✦ You may create a diversion by making a **Bluff** check as a way to distract the observer. (see Bluff)
- ✦ **Sniping** requires that you made a **Stealth** check against the target before (at least 10 ft. away form it). It is a move action.
- ✦ Moving through Scree, Dense Rubble, bogs (deep and shallow), and Undergrowth increases the DC by +2.

Stealth Modifiers	Roll Modifier
Is a gnome or halfling	+4 size bonus
Invisible and immobile	+40
Invisible and moving	+20
You have the **Stealthy** feat	+2 bonus (+4 if the user has 10+ ranks in Stealth).
Has a cat familiar	+3
You are moving up to 1/2 your normal speed.	+0
You are moving up to your normal speed.	-5
You are a Rogue with the **Fast Stealth** ability moving at normal speed	+0

Stealth Modifiers	Roll Modifier
You are a Ranger in your **Favored Territory**	+2
Observer is distracted (by bluff or other means) and you have a place to obtain cover or concealment nearby.	-10
You are sniping (only if you successfully used Stealth before at least 10 ft. from the target). This is a move action. The check maintains your location.	-20
You are not medium-sized (see Size Modifiers).	varies
You have improved cover	+10
You are in Heavy Undergrowth	+5
You are in a dark alley during the day	+2 circumstance
You are attacking, running or charging.	impossible
Actively observed by a creature using any of its senses.	impossible

- ✦ **Size Modifiers**: Fine +16, Diminutive +12, Tiny +8, Small +4, Large –4, Huge –8, Gargantuan –12, Colossal –16.

Swim   *Str; Armor check penalty*

- ✦ Make a check once per round while in the water.
  - ➢ Swim up to **half** your speed as a **full-round** action
  - ➢ Swim up to **one-quarter** your speed as a **move** action
  - ➢ If you fail by **4 or less,** you make no progress.
  - ➢ If you fail by **5 or more**, you go **underwater**.
- ✦ Make a **DC 20 Swim** check once every hour or take 1d6 points of non-lethal damage.

If you are Underwater

- ✦ You can hold your breath up to twice your Constitution score in rounds as long as you only take **move** and **free** actions.
- ✦ Each **standard** or **full-round** action taken reduces the time by 1 round.
- ✦ After all your free rounds are used, make a **DC 10 Constitution** Check for each subsequent round. Add 1 to the DC for each extra round you hold your breath. If you fail, you begin to **Drown**.

Swimming Conditions	Swim DC
Calm Water/Treading in Quicksand	10
Rough Water/Moving 5 ft. in Quicksand	15
Stormy Water (taking 10 is not allowed)	20

Swim Check Modifiers	Bonus
Barbarian using Raging Swimmer	**+level** enhancement bonus.
Has Endurance feat	+4 bonus to avoid fatigue damage.
Has **Athletic** feat	+2 bonus (+4 if the user has 10+ ranks in Swim).

If you have a Swim Speed

- ✦ Move at the indicated speed without making Swim checks.
- ✦ Add a +8 racial bonus on any Swim check to perform a special action or avoid a hazard.
- ✦ Can always take 10, even when distracted or endangered.
- ✦ Can use the Run action provided you can swim in a straight line.

Drowning

- ✦ **First round**: You fall unconscious and are at 0 hp.
- ✦ **Second round**: you fall to -1 hp and are dying.
- ✦ **Third round**: you drown and are dead.

Skills 10 use magic device, survival

Use Magic Device
Cha; Trained Only; move action

✦ You cannot **Take 10** nor use Aid Another with this skill.
✦ **Try again**: Yes, but a roll of a natural 1 that results in a failure requires you to wait for 24 hours before activating it again.

Task (SL is the Device's Spell Level)	DC
Activate blindly	25
Decipher a written spell	25 + SL
Use a scroll	20 + SL
Use a wand	20
Emulate a class feature	20
Emulate an ability score	see text
Emulate a race	25
Emulate an alignment	30

Use Magic Device Check Modifiers	Bonus
Has **Magical Aptitude** feat	+2 bonus (+4 if the user has 10+ ranks in Use Magical Device).

✦ **Activate Blindly:** You must speak, wave the item around, or otherwise attempt to get it to activate. You get a **+2 bonus** if you've activated the item before. If you fail by **9 or less**, you can't activate the device. Failing by **10 or more** creates a **mishap**, usually affecting the wrong target or dealing **2d6** damage to you. This mishap is in addition to the chance for a mishap that you normally run when you cast a spell from a scroll that you could not otherwise cast yourself.
✦ **Decipher a Written Spell:** requires 1 minute of concentration.
✦ **Emulate an Ability Score:** Usually used to cast a spell from a scroll. **Your effective ability score** (appropriate to the class you're emulating when you try to cast the spell from the scroll) is your **Use Magic Device check result minus 15.**
✦ **Emulate an Alignment:** You emulate one alignment at a time.
✦ **Emulate a Class Feature:** Your effective level in the emulated class equals your **Use Magic Device check result minus 20**. This skill does not let you actually use the class feature of another class. It just lets you activate items as if you had that class feature. If the class whose feature you are emulating has an alignment requirement, you must meet it, either honestly or by emulation.
✦ **Emulate a Race:** You can emulate only one race at a time.
✦ **Use a Scroll:** Allows you to use a scroll as if you had a particular spell on your class spell list. The DC is equal to **20 + the caster level** of the spell you are trying to cast from the scroll. In addition, casting a spell from a scroll requires a minimum score **(10 + spell level)** in the appropriate ability.
✦ **Use a Wand:** Allows you to use a wand as if you had a particular spell on your class spell list. This use of the skill also applies to other spell trigger magic items, such as staffs.

Survival
Wis

✦ A check represents activity over a variable amount of time.
✦ **Retry**: Varies according to the description of the task.
✦ **Special**: A character trained in Survival can automatically determine where true north is in relation to him.

Survival Check Modifiers	Bonus
Is a Druid with Nature Sense	+2 bonus
Is a Ranger tracking or finding a favored enemy	+2 bonus (plus any more for any extra favored enemy selections for that enemy)
Is a Ranger following or identifying tracks (stacks with favored enemy)	+1/2 level bonus (min. +1).
Is a Ranger in his favored terrain	+2

Survival Check Modifiers	Bonus
Is a Ranger's Quarry	Can take 10 while moving at normal speed. Take 20 at 19th level
Has the **Self-Sufficient** feat	+2 bonus (+4 if the user has 10+ ranks in Heal or Survival).

General Survival Tasks	DC
Getting Along/Hunt and Forage: Move up to half overland speed to avoid using food or water supplies. Extra characters can be provided for at 1 person for every 2 points over the DC. Check applies for 24 hours.	10
Increase Fortitude Saves: +2 bonus against severe weather while moving up to half overland speed, or gain a +4 bonus if remaining stationary. Each point above the check DC confers the bonus to one more character. Check applies for 24 hours.	15
Keep from Getting Lost or avoid Natural Hazards: Check is made whenever the situation warrants. No retries are allowed.	15
Predict Weather: Success predicts up to 24 hours in advance. Add one additional day for every 5 points by which the Survival check result exceeds 15.	15

Follow Tracks
minimum: full-round action

✦ Roll to find tracks or follow them for up to 1 mile.
✦ A new check is needed when a trail becomes more difficult
✦ **Untrained:** Can **find** tracks at normal DCs, but they can only be **followed** if the DC for the task is 10 or lower.
✦ **Using Perception:** Only useful to **find** tracks. **You cannot follow**.
✦ **Retry:** after 1 hour (outside) or 10 minutes (inside).

Find/Follow Tracks (at least a full-round action)	DC
Very Soft Ground: holds deep, clear impressions of footprints (fresh snow, thick dust, wet mud)	5
Soft Ground: Soft enough to yield to pressure, but firmer than wet mud or fresh snow. Makes shallow prints	10
Firm Ground: Lawns, fields, woods, and the like or exceptionally soft or dirty indoor surfaces. leaves only occasional or partial footprints and possible traces of hair or passage like broken twigs.	15
Hard Ground: Doesn't hold footprints at all, such as bare rock or an indoor floor or streambeds where any footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks or displaced pebbles).	20

Tracking Conditions	DC Modifiers
Tracker moves at 1/2 normal speed	+0
Tracker moves at normal speed	-5 (unless Ranger Level 8+)
Tracker moves up to 2x normal speed	-20 (-10 if Ranger Level 8+, -0 at 20th level)
Every 3 creatures in the tracked group	-1
Size Category of the largest creature tracked	Fine: +8, Diminutive: +4 Tiny: +2, Small: +1 Medium: +0 Large: -1, Huge: -2 Gargantuan: -4, Colossal: -8
Visibility (apply only the largest modifier)	Overcast /Moonless Night: +6 Fog or Precipitation: +3 Moonlight: +3
Every 24 hours since trail was made	+1
Each hour of rain since trail was made	+1
Fresh snow since the trail was made	+10

Skills 11 knowledge

Knowledge
Int; Trained Only

- ✦ Answering a question within your field of study has DC 10 (easy), DC 15 (basic), DC 20-30 (tough questions).
- ✦ Bards add half their class level (min. 1) to all checks and may make all Knowledge skill checks untrained.
- ✦ Rangers may make a knowledge skill check untrained when identifying creatures who are **favored enemies**.
- ✦ **Try again**: No.
- ✦ Untrained: Any DC higher than 10 cannot be known unless within a library covering the skill (1d4 hours of search time).

Task (SL is Spell Level)		DC
Arcana	Identify auras while using detect magic	15 + SL
	Identify a spell effect that is in place	20 + SL
	Identify materials manufactured by magic	20 + SL
	Identify a spell that just targeted you *(no action)*	25 + SL
	Identify the spells cast using a specific material component	20
Dungeoneeng	Identify underground hazard	15 + hazard's CR
	Identify mineral, stone, or metal	10
	Determine slope	15
	Determine depth underground	20
Engineering	Identify dangerous construction	10
	Determine a structure's style or age	15
	Determine a structure's weakness	20
Geography	Identify a creature's ethnicity or accent	10
	Recognize regional terrain features	15
	Know location of nearest community or noteworthy site	20
	You are a Ranger in your **Favored Territory**	+2 to check
History	Know recent or historically significant event	10
	Determine approximate date of a specific event	15
	Know obscure or ancient historical event	20
Local	Know local laws, rulers, and popular locations	10
	Know a common rumor or local tradition	15
	Know hidden organizations, rulers, and locations	20
Nature	Identify natural hazard	15 + hazard's CR
	Identify a common plant or animal	10
	Identify unnatural weather phenomenon	15
	Determine artificial nature of feature	20
Nobility	Know current rulers and their symbols	10
	Know proper etiquette	15
	Know line of succession	20
Planes	Know the names of the planes	10
	Recognize current plane	15
	Identify a creature's planar origin	20
Religion	Recognize a common deity's symbol or clergy	10
	Know common mythology and tenets	15
	Recognize an obscure deity's symbol or clergy	20

Identify Monster Abilities and Weaknesses	DC
Common Monsters - See **Knowledge Type** table	5 + monster's CR
Typical Monsters - See **Knowledge Type** table	10 + monster's CR
Rare Monsters - See **Knowledge Type** table	15 + monster's CR (or ***more***)

You recall another bit of useful information for every 5 points exceeding the target DC

Ability Buff/Damage

Strength Effects (change by 1 for every 2 points buffed/damaged)
Melee attack rolls
Combat Maneuver Bonus (small or larger)
Combat Maneuver Defense
Weapon damage - Normal (melee, thrown, relying on strength)
Weapon damage - 2-Handed (relying on strength)
Weapon damage - Off-Hand
Climb and Swim checks
Strength checks

Dexterity Effects (change by 1 for every 2 points buffed/damaged)
Initiative checks
Reflex saving throws
Ranged attack rolls
AC
Combat Maneuver Bonus (timy or smaller)
Combat Maneuver Defense
Acrobatics, Disable Device, Escape Artist, Fly, Ride, Sleight of Hand, and Stealth checks

Constitution Effects (change by 1 for every 2 points buffed/damaged)
Fortitude saving throws
Hit points: multiply total hit dice by this penalty or bonus and apply the result to your current and total hit points.
You die if Constitution damage equals or exceeds your Constitution score.

Intelligence Effects (change by 1 for every 2 points buffed/damaged)
Appraise, Craft, Knowledge, Linguistics and Spellcraft checks
Spell DCs based on Intelligence

Wisdom Effects (change by 1 for every 2 points buffed/damaged)
Will saving throws
Heal, Perception, Profession, Sense Motive and Survival checks
Spell DCs based on Wisdom

Charisma Effects (change by 1 for every 2 points buffed/damaged)
Bluff, Diplomacy, Disguise, Handle Animal, Intimidate, Perform and Use Magic Device checks
Spell DCs based on Charisma
DC to resist your channeled energy

Ability Change	Buff/Penalty	Ability Change	Buff/Penalty	Ability Change	Buff/Penalty
1	+/- 0	9	+/- 4	17	+/- 8
2	+/- 1	10	+/- 5	18	+/- 9
3	+/- 1	11	+/- 5	19	+/- 9
4	+/- 2	12	+/- 6	20	+/- 10
5	+/- 2	13	+/- 6	21	+/- 10
6	+/- 3	14	+/- 7	22	+/- 11
7	+/- 3	15	+/- 7	23	+/- 11
8	+/- 4	16	+/- 8	24	+/- 12

Knowledge Type	Monster Types Covered
Arcana	constructs, dragons, magical beasts
Dungeoneering	aberrations, oozes
Local	humanoids
Nature	animals, fey, monstrous humanoids, plants, vermin
Planes	outsiders, elementals
Religion	gods & godesses, undead

Poisons

- ✦ Can be cured by successful saving throws, antidotes and spells.
- ✦ **Inhaled Poisons**: 1 dose fills a volume 10 cubic feet. A character holding their breath in the zone have a 50% chance to avoid making a Fortitude save each round.
- ✦ **Multiple Doses** of the same poison stack.
  - ➤ Each dose increases the DC by +2
  - ➤ Each dose extends the total duration by one-half
  - ➤ ONE successful save cures all the doses.
- ✦ Dwarves have a +2 racial bonus vs. poisons, Druids become immune at 9th level and Monks at 11th, Assassins have increasing bonuses.
- ✦ Many Sorcerer Bloodlines provide poison resistance and immunity
- ✦ The **Great Fortitude** feat provides a **+2 bonus** to the **Fortitude** saving throw and **Improved Great Fortitude** allows a reroll to a **Fortitude** save once per day. The second roll must be taken if chosen, even if it is worse.
- ✦ An **Antitoxin** provides a **+5 alchemical bonus** on **Fortitude** saving throws for 1 hour.

Apply Poison to Weapon/Ammo   *standard action*

- ✦ There is a 5% chance the character is exposed when applying it and must make a save (does not consume the dose).
- ✦ On an attack roll of a Natural 1, the character is exposed to the poison and it is consumed. Characters with the Poison Use class feature do not get poisoned.

Holding Your Breath

- ✦ You can hold your breath up to twice your Constitution score in rounds as long as you only take **move** and **free** actions.
- ✦ Each **standard** or **full-round** action taken reduces the time by 1 round.
- ✦ After all your free rounds are used, make a **DC 10 Constitution** Check for each subsequent round. Add 1 to the DC for each extra round you hold your breath. If you fail, you take a breath, inhaling the poison.

Name	Type	Fort DC	Onset	Frequency	Effect (Initial / Secondary)	Cure	Cost (gp)
Arsenic	ingested	13	10 min.	1/min. for 4 min.	1d2 Con	1 save	120
Belladonna	ingested	14	10 min.	1/min. for 6 min.	1d2 Str - allows one save to cure lycanthropy contracted in the past hour	1 save	100
Black adder venom	injury	11	—	1/rd. for 6 rds.	1d2 Con	1 save	120
Black lotus extract	contact	20	1 min.	1/rd. for 6 rds.	1d6 Con	2 saves	4,500
Bloodroot	injury	12	1 rd.	1/rd. for 4 rds.	1 Con and 1 Wis	1 save	100
Blue whinnis	injury	14	—	1/rd. for 2 rds.	1 Con / unconscious 1d3 hours	1 save	120
Burnt othur fumes	inhaled	18	—	1/rd. for 6 rds.	1 Con drain / 1d3 Con	2 saves	2,100
Dark reaver power	ingested	18	10 min.	1/min. for 6 min.	1d3 Con and 1 Str	2 saves	800
Deathblade	injury	20	—	1/rd. for 6 rds.	1d3 Con	2 saves	1,800
Dragon bile	contact	26	—	1/rd. for 6 rds.	1d3 Str	—	1,500
Drow poison	injury	13	—	1/min. for 2 min.	unconscious 1 min. / 2d4 hours	1 save	75
Giant wasp poison	injury	18	—	1/rd. for 6 rds.	1d2 Dex	1 save	210
Greenblood oil	injury	13	—	1/rd. for 4 rds.	1 Con	1 save	100
Green prismatic poison	spell	varies	—	1/rd. for 6 rds.	Death / 1 Con	2 saves	—
Hemlock	ingested	18	10 min.	1/min. for 6 min.	1d6 Dex -creatures reduced to 0 Dexterity suffocate	2 saves	2,500
Id moss	ingested	14	10 min.	1/min. for 6 min.	1d3 Int	1 save	125
Insanity mist	inhaled	15	—	1/rd. for 6 rds.	1d3 Wis	1 save	1,500
King's sleep	ingested	19	1 day	1/day	1 Con drain	2 saves	5,000
Large scorpion venom	injury	17	—	1/rd. for 6 rds.	1d2 Str	1 save	200
Lich dust	ingested	17	10 min.	1/min. for 6 min.	1d3 Str	2 saves	400
Malyass root paste	contact	16	1 min.	1/min. for 6 min.	1d2 Dex	1 save	250
Medium spider venom	injury	14	—	1/rd. for 4 rds.	1d2 Str	1 save	150
Nightmare vapor	inhaled	20	—	1/rd. for 6 rds.	1 Wis and confused 1 round	2 saves	1,800
Nitharit	contact	13	1 min.	1/min. for 6 min.	1d3 Con	1 save	650
Oil of taggit	ingested	15	1 min.	—	unconscious 1d3 hours	1 save	90
Purple worm poison	injury	24	—	1/rd. for 6 rds.	1d3 Str	2 saves	700
Sassone leaf residue	contact	16	1 min.	1/min. for 6 min.	2d12 hp / 1 Con	1 save	300
Shadow essence	injury	17	—	1/rd. for 6 rds.	1 Str drain / 1d2 Str	1 save	250
Small centipede poison	injury	11	—	1/rd. for 4 rds.	1 Dex	1 save	90
Striped toadstool	ingested	11	10 min.	1/min. for 4 min.	1d3 Wis and 1 Int	1 save	180
Tears of death	contact	22	1 min.	1/min. for 6 min.	1d6 Con and paralyzed 1 min.	—	6,500
Terinav root	contact	16	1 min.	1/min. for 6 min.	1d3 Dex	1 save	400
Ungol dust	inhaled	15	—	1/rd. for 4 rds.	1 Cha drain / 1d2 Cha	1 save	1,000
Wolfsbane	ingested	16	10 min.	1/min. for 6 min.	1d3 Con	1 save	500
Wyvern poison	injury	17	—	1/rd. for 6 rds.	1d4 Con	2 saves	3,000

Spell Activities

Concentration

✦ If something interrupts your concentration while casting a spell, you must make a concentration check or lose the spell. Losing the spell means that you cast it with NO effect.

Concentration Check: D20 + caster level + relevant ability score

Caster Type	Relevant Ability
Cleric, Druid, Ranger	**Wisdom**
Bard, Paladin, Sorcerer	**Charisma**
Wizard	**Intelligence**

✦ A Non-water breathing caster casting a spell underwater must make a DC 15 + Spell Level check to even cast the spell (it is not lost in this case, this is a check to see if it is even possible)

✦ The DC to maintain concentration increases with spell level and greater distractions.

Distracting Situation	Concentration check DC (SL is Spell Level)
Cast Defensively (does not provoke AoO)	15 + double the SL
Take damage while casting (from an AoO that you provoked, someone's readied action or contingent attack, or after you started but before finishing a spell.	10 + damage dealt + SL
Taking continuous damage while casting (once the last damage is dealt, the distraction is no longer there)	10 + 1/2 damage dealt + SL
Affected by a non-damaging spell while casting	the spell's DC + SL
Affected by a spell with no saving throw	10 + SL + the spellcaster's ability score
Grappled or Pinned while casting	10 + grappler's CMB + SL
Vigorous motion while casting (riding on a moving mount, a bouncy wagon ride, boating in rough water, belowdecks during a storm)	10 + SL
Violent motion while casting (on a galloping horse, a very rough ride in a wagon, on a small boat in rapids, on the deck of a ship in a storm)	15 + SL
Extremely violent motion while casting (earthquake, dodging falling debris)	20 + SL
Wind with rain or sleet while casting	5 + SL
Wind with hail, dust or debris while casting	10 + SL
Weather caused by spell (Control Winds)	see spell
Weather caused by Storm of Vengeance	the Storm's save DC + the SL
Entangled while casting (net, tanglefoot bag, spell, etc.)	15 + SL
Non-water breathing caster casting a spell underwater (this is an extra check to see if it is possible - spell not lost).	15 + SL
The caster is falling (impossible unless falling greeater than 500 ft., or the spell is an immediate action, such as feather fall or teleport)	20 + SL

Counterspells

Readying to Counterspell   *standard action*

✦ You define the trigger as **"if he starts casting a spell"**. You choose to wait to complete your action until the opponent starts casting.

✦ When the spellcaster starts a spell, you get a chance to identify it with a **Spellcraft** check (**DC 15 + spell level**) OR a **DC 25 + spell level Knowledge(Arcana)** check

✦ If you succeed, and you can cast the same spell (are able to cast it and have it prepared, if you prepare spells), you can cast the spell as a counterspell and automatically ruin the other spellcaster's spell.

✦ Counterspelling works regardless of magic source (Divine, Arcane).

✦ A spellcaster can use **dispel magic** to counterspell another spellcaster, but it doesn't always work.

✦ Metamagic feats are not a criterion for counterspelling. Only the spell needs to be examined when choosing to counterspell.

Combining Magic Effects

✦ Spells don't normally interfere with other spells unless specifically mentioned in the apell descriptions.

✦ **Spells with Opposite Effects:** apply their effects in the order the spells were cast. If a spell negates another, it will be noted in the spell description.

✦ **Instantaneous Effects:** the spells work cumulatively against the same target

✦ **Stacking Effects:** Some combining effects fall under the Stacking Effect rules

➤ Penalties or Bonuses of the same type do not generally stack. Untyped penalties or bonuses always stack unless they are from the same source.

➤ **Different Bonus Types:** The two bonuses or penalties stack.

➤ Same Effect with Differing Strengths: The one with the highest strength is applied.

➤ **Same Effect with Differing Results:** Use the last effect as the currently operating one. Any previous effects are considered irrelevant - even though they are still active.

➤ **One Effect Makes Another Irrelevant:** Both spells are still active

➤ **Multiple Mental Control Effects:** Spells that do not remove the target's ability to act usually do not interfere with each other.

▷ The target will try to the best of its ability honor the control of both spells - subject to each spell's extent of control. If conflicting orders are given simultaneously, the competing controllers make an opposed Charisma check to determine which order prevails.

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