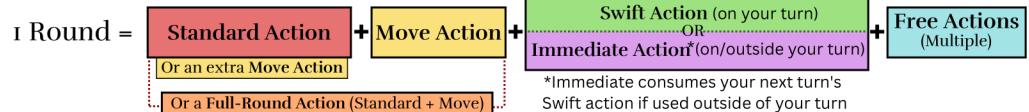


PATHTFINDER

Player Cheat Sheet

The Action Economy

You may take several types of actions on your turn during combat. You can spend these actions in any order you wish, but you may only take one of each type of action per round (free actions excluded). Some action types may be exchanged for another type.



Offense

	Action Cost	Provokes AoO?
Attack (Melee)	Standard	No
Attack (Ranged)	Standard	Yes
Attack (Unarmed)	Standard	Yes
Full Attack	Full-Round	No
Attack of Opportunity (AoO)	No Action	No
Charge (+2 attack, -2 AC until next turn)	Full-Round ²	Yes ³
Perform a combat maneuver ¹	Varies	Yes
Deliver a coup de grace (auto hit & crit)	Full-Round	Yes

Defense

	Action Cost	Provokes AoO?
Total Defense (+4 AC. Can't make AoO's)	Standard	No
Withdraw (double speed)	Full-Round ²	Yes ⁴
Escape a Grapple	Standard	No
Escape from a net	Full-Round	Yes
Extinguish Flames	Full-Round	No

Movement

	Action Cost	Provokes AoO?
Move up to your max speed	Move	Yes ³
Run (4x speed, or 3x in heavy armor. Lose Dex AC)	Full-Round	Yes ³
Take a 5-foot step	No Action ⁵	No
Drop to the floor	Free	No
Stand up from prone	Move	Yes

Initiative

	Action Cost	Provokes AoO?
Delay	No Action	No
Ready an action	Standard	Yes (but readied action may)

Skill

	Action Cost	Provokes AoO?
A skill that takes 1 action / 1 round	Standard / Full	Usually
Acrobatics to avoid AoO's while moving out of threatened square (full speed = +10 DC)	No Action	No
Bluff to Feint (foe loses Dex AC vs your next attack)	Standard	No
Diplomacy to make a request	Full-Round	Yes
Handle Animal to command an animal companion to perform a task	Move ⁶	No
Handle Animal to force an animal companion to do an untrained task	Full-Round ⁶	No
Heal to stabilize a dying ally or to remove Bleed condition (DC 15 for both)	Standard	Yes
Intimidate to demoralize (see Shaken)	Standard	No
Knowledge to identify a creature	No Action	No
Know. (Arcana) to identify active spell	No Action	No
Perception to actively search	Move	No
Spellcraft to identify a spellcast or the properties of an item (via detect magic)	No Action	No

Identifying Creatures & Their Abilities

Knowledge Check

Constructs, Dragons, Magical Beasts	Arcana
Aberrations, Oozes	Dungeoneering
Humanoids	Local
Animals, Fey, Monstrous Humanoids, Plants, Vermin	Nature
Outsiders	Planes
Undead	Religion

¹. Some maneuvers replace melee attacks and can be used in Charge, Full-Attack, or AoO's

². May be taken as a standard action if you are limited to taking only a single action in a round.

³. Moving provokes an AoO when you leave a threatened square. You can provoke multiple AoO's from foes who have the Combat Reflexes feat if you provide them multiple opportunities.

Magic

	Action Cost	Provokes AoO?
Cast a spell (standard casting time)	Standard	Yes
Cast a spell (1-round casting time) ⁷	Full-Round	Yes
Cast a quickened spell (via metamagic feat or rod)	Swift	No
Cast Defensively (DC 15 + double spell level)	No Action	No
Prepare spell components to cast a spell	Free (Usually)	No
Touch with a spell on the turn it was cast	Free (Usually) ⁸	No
Touch with a spell after the turn it was cast	Standard ⁸	No
Cast spell and touch up to six willing allies	Full-Round	Yes
Channel Energy	Standard	No
Use an extraordinary ability	Standard	No
Use a spell-like ability	Standard	Yes
Use a supernatural ability	Standard	No
Concentrate to maintain an active spell	Standard	No
Cease concentration on a spell	Free	No
Direct or redirect an active spell	Move	No
Dismiss a spell	Standard	No
Lower your spell resistance for 1 round	Standard	No

Item & Object

	Action Cost	Provokes AoO?
Drop an item	Free	No
Pick up an item	Move	Yes
Store or Retrieve an item	Move	Yes
Draw a weapon	Move ⁹	No
Draw a hidden weapon without being noticed (via Sleight of Hand skill)	Standard	No
Lock/unlock weapon in a locked gauntlet	Full-Round	Yes
Sheathe a weapon	Move	Yes
Ready or drop a shield	Move ⁹	No
Load a hand crossbow or a light crossbow	Move	Yes
Load a heavy crossbow, repeating crossbow, or two-handed firearm	Full-Round	Yes
Load a one-handed firearm	Standard	Yes
Nock an arrow to a bow	Free	No
Prepare a splash weapon to throw (if it requires preparation; see item description)	Full-Round	Yes

	Action Cost	Provokes AoO?
Activate a magic item other than a potion or oil (Use Magic Device skill may be required)	Standard	No
Drink a potion or apply an oil	Standard	Yes
Read a scroll to cast a spell	Standard	Yes
Light a torch with a tindertwig	Standard	Yes
Move a heavy object	Move	Yes
Open or close a door	Move	No

Miscellaneous

	Action Cost	Provokes AoO?
Aid Another	Standard	Maybe ¹⁰
Speak	Free ¹¹	No
Use afeat	Varies	Varies

⁴. Only your initial square is free from provoking AoO's. Leaving additional threatened squares still provokes further AoO's. You always provoke AoO's from invisible enemies while withdrawing.

⁵. You cannot 5-foot step before or after moving any distance, or in difficult terrain or darkness.

⁶. You can 'command' as a Free Action and 'push' as a Move Action if companion has 'Link' feature.

⁷. Spells with a 1-round cast time are cast at the start of your next turn before taking any actions.

⁸. You must make a melee touch attack while attempting to touch a hostile target.

⁹. If you have a base attack bonus of +1 or higher, you can combine this action with a regular Move action. If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the same time it would take to draw a single weapon.

¹⁰. Aiding provokes an AoO if the action being aided normally provokes an AoO

¹¹. You may speak outside your turn. Speaking more than a few sentences is beyond a free action

Attack and Armor Class Modifiers

Attacker is...	Melee Attack	Ranged Attack
Dazzled	-1	-1
Entangled	-2 ¹	-2 ¹
Flanking the defender	+2	---
Invisible	+2 ³	+2 ³
On higher ground	+1	+0
Prone	-4	⚠ --- ²
Shaken or Frightened	-2	-2
Squeezing through a space	-4	-4
Defender is...	Melee AC	Ranged AC
Behind Cover	+4	+4
Blinded	-2 ³	-2 ³
Concealed or Invisible	See Concealment	
Cowering	-2 ³	-2 ³
Entangled	+0 ¹	+0 ¹
Flat-Footed	+0 ³	+0 ³
Grappling (but the attacker is not)	+0	+0
Helpless	-4 ³	+0 ³
Kneeling or sitting	-2	+2
Pinned	-4 ³	+0 ³
Prone	-4	+4
Squeezing through a space	-4	-4
Stunned	-2 ³	-2 ³

1. Entangled creatures also have -4 Dex, which may affect AC and attack rolls further

2. Most ranged weapons can't be used while Prone, but some can without penalty

3. The defender loses their Dexterity bonus to AC

Concentration and Spellcasting

Situation	Concentration Check DC
Casting Defensively	15 + double spell level
Injured while casting	10 + damage dealt + spell level
Continuous damage while casting	10 + 1/2 damage dealt + spell level
Affected by non-damaging spell	DC of the disrupting spell + spell lvl
Entangled while casting	15 + spell level
Grappled or pinned while casting	10 + grappler's CMB + spell level
Vigorous motion, or wind with hail or debris while casting	10 + spell level

Common Conditions

Bleed: Take listed damage at start of turn. Removed via DC 15 Heal check or healing spells. Bleeds of same damage-type don't stack; take worst effect. Can be hit point damage, ability damage, or ability drain.

Blinded: -2 to AC. Lose Dex bonus to AC. -4 on Str and Dex-based skill checks and opposed Perception checks. Opponents considered having Total Concealment against you. Must make DC 10 Acrobatics check to move faster than half speed or fall Prone.

Broken: Weapons suffer -2 to attacks and damage, only critical on natural 20, and only deal 2x critical damage. Armor/Shields give half AC and double armor check penalty. Wands/Staves consume 2x charges.

Confused: Roll d10 each round. 01-25: Act normally. 26-50: Babble for 1 round. 51-75: Deal 1d8+Str to self. 76-100: Attack nearest creature.

Entangled: No movement if bonds are anchored, otherwise move at half speed. -2 on attacks rolls and -4 to Dex. Must make concentration checks to cast spells.

Exhausted: Move at half speed. -6 to Str and Dex. Rest 1 hour to become Fatigued instead.

Fatigued: Can't Run or Charge. -2 to Str and Dex. Rest 8 hrs. to recover.

Frightened: As Shaken, but must flee (if possible) from source of fear. Must use abilities to flee if it is the only way to escape.

Grappled: Can't move or take actions that require two hands. -4 to Dex. -2 to attacks and combat maneuvers (except to escape). Must make concentration checks to cast spells. Cannot take attacks of opportunity

Combat Maneuvers

Bull Rush: Push target 5ft, +5ft for every 5 by which check exceeds CMD

Dirty Trick: Inflict blinded, dazzled, deafened, entangled, shaken, or sickened condition for 1 round, +1 round for every 5 by which check exceeds CMD

Disarm: Target drops 1 item or drops 2 items if check exceeds CMD by 10

Drag: Pull target 5ft, +5ft for every 5 by which check exceeds CMD

Grapple: Require 2-free hands, or -4 CMB. Both gain Grappled condition. Gain +5 CMB vs target if fails to break free. Grappler can move, damage, pin, or tie up foe

Overrun: Move through target, knocking prone if check exceeds CMD by 5

Reposition: Move target 5ft, +5 for every 5 by which check exceeds CMD

Steal: Take 1 item from target. Must have one hand free

Sunder: Damage an item held/worn by target, possibly inflicting Broken condition

Trip: Knock target prone. Attacker knocked prone if check fails by 10 or more

Concealment	Attacker's Miss Chance	Can Provok eAOO's?	Stealth Check Allowed?	
Defender has...				
Concealment	20%	✓ Yes	✓ Yes	
Total Concealment	50%	✗ No	✓ Yes	
Cover	AC Bonus	Reflex Bonus ¹	Stealth Bonus	Stealth Check Allowed?
Defender has...				
Cover	+4	+2		✓ Yes
Partial Cover ²	+2	+1		✓ Yes
Improved Cover ²	+8	+4 ³	+10	✓ Yes
Total Cover	⚠ Cannot be targeted ¹		+10 ⁴	✓ Yes
Soft Cover ⁵	+4	+0		✗ No

Note^a: You cannot execute attacks of opportunity against opponents with cover relative to you.

Note^b: Low obstacles (e.g., wall that is half your height) only provide cover to creatures within 30ft of the obstacle. Attackers can ignore this cover if they are closer to it than the defender is.

Note^c: When they are attacking, creatures larger than Medium-size can choose which of the squares it occupies for determining whether you have cover. Similarly, when attacking such creatures, you can choose any of its squares for determining whether it has cover against you.

1. Reflex bonus is negated if a spread effect extends around corners.

2. Target has Partial or Improved Cover based on whether a small or large percentage of the target is visible to the attacker, subject to the GM's discretion.

3. Effectively gain Improved Evasion—negate all damage on success, take half damage on failure.

4. This is a Rules-as-Intended addition. Subject to GM's discretion.

5. Creatures, friend or foe, provide soft cover against ranged attacks but no Reflex bonus.

Helpless: Typically, paralyzed, held, bound, sleeping, or otherwise at the mercy of others. Dex is set to 0. +4 to melee attacks against you. Can receive Sneak Attacks. Can be executed via the coup de grace action.

Incorporeal: Has no physical body. Immune to nonmagical attacks and takes half damage from magical and supernatural effects. Takes full damage from incorporeal and force effects.

Invisible: Visually undetectable. +20 Stealth vs Perception checks while moving, +40 while standing still. While attacking visible creatures who do not detect you, +2 to attacks and opponent loses Dex bonus to their AC.

Nauseated: Can only move. No attacks, spellcasts, or concentration checks.

Panicked: As Frightened, except drop held items, run from all dangers, and Cower if cornered (can use Total Defense).

Paralyzed: Str and Dex set to 0. Winged fliers fall. You are Helpless.

Pinned: As Grappled, but also Flat-Footed, -4 to AC, and can only use verbal or mental actions (except to escape).

Prone: -4 to melee attacks. Cannot use ranged weapons (except crossbows). +4 AC against ranged attacks. -4 AC against melee attacks.

Shaken: -2 to attacks, weapon damage, saves, skill checks, ability checks.

Sickened: -2 to attacks, weapon damage, saves, skill checks, ability checks.

Staggered: Can only take 1 Move or Standard action (plus Free, Swift, and Immediate actions).

Stunned: Cannot act. Drops everything. -2 AC. Lose Dex bonus to AC.