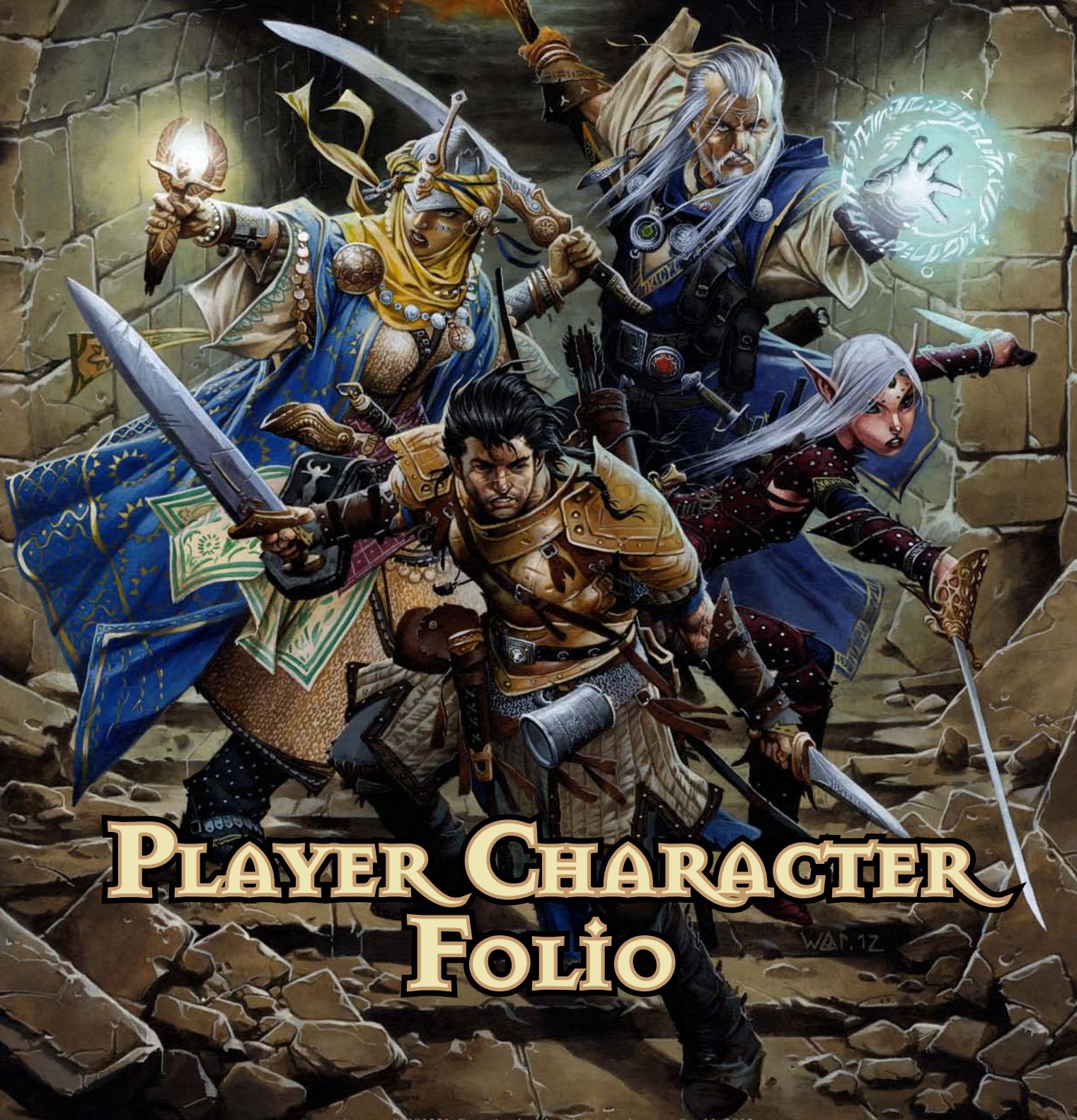


PATHFINDER[®]

ROLEPLAYING GAME[™]



PLAYER CHARACTER FOLIO

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PLAYER CHARACTER FOLIO

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Paizo Publishing, LLC
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Redmond, WA 98052-0577

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Printed in China.



CHARACTER

CHARACTER NAME	
PLAYER NAME	RACE
ALIGNMENT	DEITY

CLASSES

LEVELS			

SEE PAGES 2, 3, & 4 FOR CLASS FEATURES

INITIATIVE

TOTAL			
+	+	+	=

DEX MOD FEAT MOD RACE MOD MISCELLANEOUS MODS

SPEEDS

	MOVE ACTION	SQUARES	MILES/HOUR
LAND			
FLY			
SWIM			
CLIMB			
OTHER			

ABILITY SCORES

SCORE	MOD	BONUS	MOD	DAMAGE/PENALTY	MOD
STRENGTH					
DEXTERITY					
CONSTITUTION					
INTELLIGENCE					
WISDOM					
CHARISMA					

SENSES

PERCEPTION	BONUS	

ARMOR CLASS

FLAT-FOOTED	TOUCH	CMD
SPECIAL		

SEE PAGE 2 FOR DEFENSES

HIT POINTS

TOTAL
DR
ENERGY RESISTANCE
DAMAGE
NONLETHAL
TEMPORARY

HERO POINTS

SEE ADVANCED PLAYER'S GUIDE

SAVING THROWS

SPELL RESISTANCE

FORTITUDE	SAVE
SPECIAL	
REFLEX	SAVE
SPECIAL	
WILL	SAVE
SPECIAL	

SEE PAGE 2 FOR SAVING THROWS

DEFENSE

DEFENSIVE ITEMS

PROPERTIES	AC BONUS	FLAT-FOOTED BONUS	TOUCH BONUS	TYPE	CHECK PENALTY	MAX DEX BONUS	SPELL FAILURE
TOTALS				X			

ARMOR CLASS

	ARMOR BONUS	SHIELD BONUS	NATURAL ARMOR	DEXTERITY MOD	DODGE BONUS	DEFLECTION BONUS	SIZE MOD	MISC MOD	TOTAL
ARMOR CLASS	+ + + + + + + + +								+10 =
TOUCH AC	X + X + X + + + + +								+10 =
FLAT-FOOTED AC	+ + + + X + + + +								+10 =
CMD		+ + + + + + + + +							+10 =
COMBAT MANEUVER DEFENSE	BASE ATTACK BONUS	STRENGTH MOD	DEXTERITY MOD	SIZE MOD	DODGE BONUS	DEFLECTION BONUS	MISC MOD		TOTAL
CONDITIONAL MODS									

SAVING THROWS

	CLASS BONUS	CLASS BONUS	CLASS BONUS	ABILITY MOD	FEAT MOD	MAGIC MOD	MISC MOD	TOTAL
FORTITUDE SAVE	+ + + + + + + +							=
REFLEX SAVE	+ + + + + + + +							=
WILL SAVE	+ + + + + + + +							=
CONDITIONAL MODS								

DEFENSIVE ABILITIES AND CLASS FEATURES

NAME	DESCRIPTION	SOURCE



OFFENSE

ATTACK BONUS

	RACIAL HIT DIE	CLASS BONUS	CLASS BONUS	CLASS BONUS	TOTAL
BASE ATTACK BONUS	BAB	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	= <input type="text"/>
MELEE	ATTACK BONUS	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	= <input type="text"/> MODS <input type="text"/>
RANGED	ATTACK BONUS	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	= <input type="text"/> MODS <input type="text"/>
CMB	COMBAT MANEUVER BONUS	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	= <input type="text"/> MODS <input type="text"/>

ATTACKS

ATTACK	ATTACK BONUS	DAMAGE	CRIT RANGE	MULTIPLIER	TYPE	RANGE	AMMO
OPTIONS USED:							
ATTACK	ATTACK BONUS	DAMAGE	CRIT RANGE	MULTIPLIER	TYPE	RANGE	AMMO
OPTIONS USED:							
ATTACK	ATTACK BONUS	DAMAGE	CRIT RANGE	MULTIPLIER	TYPE	RANGE	AMMO
OPTIONS USED:							
ATTACK	ATTACK BONUS	DAMAGE	CRIT RANGE	MULTIPLIER	TYPE	RANGE	AMMO
OPTIONS USED:							
ATTACK	ATTACK BONUS	DAMAGE	CRIT RANGE	MULTIPLIER	TYPE	RANGE	AMMO
OPTIONS USED:							

OFFENSIVE ABILITIES AND CLASS FEATURES

NAME	DESCRIPTION	SOURCE

SKILLS

SKILLS

CLASS SKILL	SKILL RANKS	CLASS BONUS	ABILITY MOD	RACIAL BONUS	FEAT BONUS	ITEM BONUS	MISC BONUS	ARMOR PENALTY	TOTAL	CONDITIONAL MODIFIERS
■ ACROBATICS	+	+ DEX	+	+	+	+	-	=		
■ APPRAISE	+	+ INT	+	+	+	+	-	X X =		
■ BLUFF	+	+ CHA	+	+	+	+	-	X X =		
■ CLIMB	+	+ STR	+	+	+	+	-	=		
■ CRAFT	+	+ INT	+	+	+	+	-	X X =		
■ CRAFT	+	+ INT	+	+	+	+	-	X X =		
■ DIPLOMACY	+	+ CHA	+	+	+	+	-	X X =		
■ DISABLE DEVICE	+	+ DEX	+	+	+	+	-	=		
■ DISGUISE	+	+ CHA	+	+	+	+	-	X X =		
■ ESCAPE ARTIST	+	+ DEX	+	+	+	+	-	=		
■ FLY	+	+ DEX	+	+	+	+	-	=		
■ HANDLE ANIMAL	+	+ CHA	+	+	+	+	-	X X =		
■ HEAL	+	+ WIS	+	+	+	+	-	X X =		
■ INTIMIDATE	+	+ CHA	+	+	+	+	-	X X =		
■ KNOWLEDGE (ARCANA)	+	+ INT	+	+	+	+	-	X X =		
■ KNOWLEDGE (DUNGEONERING)	+	+ INT	+	+	+	+	-	X X =		
■ KNOWLEDGE (ENGINEERING)	+	+ INT	+	+	+	+	-	X X =		
■ KNOWLEDGE (GEOGRAPHY)	+	+ INT	+	+	+	+	-	X X =		
■ KNOWLEDGE (HISTORY)	+	+ INT	+	+	+	+	-	X X =		
■ KNOWLEDGE (LOCAL)	+	+ INT	+	+	+	+	-	X X =		
■ KNOWLEDGE (NATURE)	+	+ INT	+	+	+	+	-	X X =		
■ KNOWLEDGE (NOBILITY)	+	+ INT	+	+	+	+	-	X X =		
■ KNOWLEDGE (PLANES)	+	+ INT	+	+	+	+	-	X X =		
■ KNOWLEDGE (RELIGION)	+	+ INT	+	+	+	+	-	X X =		
■ LINGUISTICS	+	+ INT	+	+	+	+	-	X X =		
■ PERCEPTION	+	+ WIS	+	+	+	+	-	X X =		
■ PERFORM	+	+ CHA	+	+	+	+	-	X X =		
■ PERFORM	+	+ CHA	+	+	+	+	-	X X =		
■ PROFESSION	+	+ WIS	+	+	+	+	-	X X =		
■ PROFESSION	+	+ WIS	+	+	+	+	-	X X =		
■ RIDE	+	+ DEX	+	+	+	+	-	=		
■ SENSE MOTIVE	+	+ WIS	+	+	+	+	-	X X =		
■ SLEIGHT OF HAND	+	+ DEX	+	+	+	+	-	=		
■ SPELLCRAFT	+	+ INT	+	+	+	+	-	X X =		
■ STEALTH	+	+ DEX	+	+	+	+	-	=		
■ SURVIVAL	+	+ WIS	+	+	+	+	-	X X =		
■ SWIM	+	+ STR	+	+	+	+	-	=		
■ USE MAGIC DEVICE	+	+ CHA	+	+	+	+	-	X X =		

TOTAL RANKS

CLASS RANKS + CLASS RANKS + CLASS RANKS + CLASS RANKS + INT MOD X LEVEL + FAVORED CLASS + MISC RANKS = **TOTAL**

SPECIAL SKILL ABILITIES

FEATS

FEATS

NAME	DESCRIPTION	SOURCE

TOTAL FEATS

$$\text{FEATS BY LEVEL} + \text{RACIAL BONUS} + \text{CLASS BONUS} + \text{CLASS BONUS} + \text{CLASS BONUS} + \text{MISC BONUS} = \text{TOTAL}$$

TRAITS

NAME	DESCRIPTION	SOURCE

LANGUAGES



EQUIPMENT

BODY SLOTS



WEAPONS

POTIONS, SCROLLS, & WANDS

	COST	WEIGHT		COST	WEIGHT

ARMOR & SHIELDS

OTHER ITEMS

	COST	WEIGHT		COST	WEIGHT

COMPANIONS

ANIMAL COMPANION/COHORT/EIDOLON

NAME BASE ANIMAL/FORM		ALIGNMENT HIT DICE	MASTER TYPE	MASTER LEVEL SIZE	GENDER AGE	HEIGHT WEIGHT	HAIR EYES
ABILITIES		HIT POINTS			SPEEDS		
STR STRENGTH DEX DEXTERITY CON CONSTITUTION INT INTELLIGENCE WIS WISDOM CHA CHARISMA		TOTAL DR ENERGY RESISTANCE DAMAGE NONLETHAL			FEET LAND FLY SWIM CLIMB OTHER		
		INITIATIVE TOTAL DEX MOD MISC MOD					
DEFENSES					SKILLS		
AC ARMOR CLASS TOTAL = 10+ ARMOR BONUS + SHIELD BONUS + NATURAL ARMOR + DEXTERITY MOD + SIZE MOD + DEFLECTION MOD + MISC MOD FLAT-FOOTED TOUCH SPECIAL					CLASS SKILL SKILL NAME TOTAL SKILL RANKS ABILITY BONUS MISC BONUS		
CMD COMBAT MANEUVER DEFENSE TOTAL = 10+ BASE ATTACK + STRENGTH MOD + DEXTERITY MOD + SIZE MOD + MAGIC MOD + MISC MOD							
FORTITUDE SAVE REFLEX SAVE WILL SAVE							
DEFENSIVE ABILITIES					ANIMAL COMPANION CLASS SKILLS ACROBATICS, CLIMB, FLY, PERCEPTION, STEALTH, SWIM		
OFFENSE					EIDOLON COMPANION CLASS SKILLS BLUFF, CRAFT, KNOWLEDGE (PLANES), PERCEPTION, SENSE MOTIVE, STEALTH, PLUS 4 MORE:		
BAB BASE ATTACK BONUS CMB COMBAT MANEUVER BONUS TOTAL = 10+ BASE ATTACK + STR MOD + SIZE MOD + MISC MOD					LANGUAGES		
ATTACK		BONUS	DAMAGE	Critical	Type	FEATS	
SPECIAL							
ATTACK		BONUS	DAMAGE	Critical	Type		
SPECIAL							
ATTACK		BONUS	DAMAGE	Critical	Type	EQUIPMENT	
SPECIAL							
SPECIAL ABILITIES							

COMPANIONS

FAMILIAR/FOLLOWER/MOUNT

NAME		ALIGNMENT	CLASS/HIT DICE		
SENSES		SPEED			
STR STRENGTH	SCORE	MOD	TEMP	MOD	
DEX DEXTERITY					
CON CONSTITUTION					
INT INTELLIGENCE					
WIS WISDOM					
CHA CHARISMA					
INIT INITIATIVE		TOTAL	DEX MOD	MISC MOD	
		=	+		
FORT		TOTAL	CLASS BONUS	ABILITY MOD	MISC MOD
		=	+	+	
REF		=	+	+	
WILL		=	+	+	
HIT POINTS		CURRENT			
AC ARMOR CLASS	= 10 + <input type="text"/>				
	FLAT-FOOTED	TOUCH	CMD		
DEFENSIVE ABILITIES					
BAB BASE ATTACK BONUS	MELEE	RANGED	CMB		
ATTACK	BONUS	DAMAGE	CRITICAL	TYPE	
ATTACK	BONUS	DAMAGE	CRITICAL	TYPE	
ATTACK	BONUS	DAMAGE	CRITICAL	TYPE	
SKILLS					
FEATS					
SPECIAL ABILITIES					
EQUIPMENT					

NAME		ALIGNMENT	CLASS/HIT DICE		
SENSES		SPEED			
STR STRENGTH	SCORE	MOD	TEMP	MOD	
DEX DEXTERITY					
CON CONSTITUTION					
INT INTELLIGENCE					
WIS WISDOM					
CHA CHARISMA					
INIT INITIATIVE		TOTAL	DEX MOD	MISC MOD	
		=	+		
FORT		TOTAL	CLASS BONUS	ABILITY MOD	MISC MOD
		=	+	+	
REF		=	+	+	
WILL		=	+	+	
HIT POINTS		CURRENT			
AC ARMOR CLASS	= 10 + <input type="text"/>				
	FLAT-FOOTED	TOUCH	CMD		
DEFENSIVE ABILITIES					
BAB BASE ATTACK BONUS	MELEE	RANGED	CMB		
ATTACK	BONUS	DAMAGE	CRITICAL	TYPE	
ATTACK	BONUS	DAMAGE	CRITICAL	TYPE	
ATTACK	BONUS	DAMAGE	CRITICAL	TYPE	
SKILLS					
FEATS					
SPECIAL ABILITIES					
EQUIPMENT					

LEADERSHIP

LEADERSHIP SCORE		TOTAL	LEVEL	CHA MOD	REP/UTION	MISC MOD
COHORT	COHORT SCORE	COHORT LEVEL	COHORTS KILLED			
FOLLOWERS	FOLLOWER SCORE	FOLLOWERS KILLED				
1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL	

ALLIES					
NOTABLE NPCs					



BACKGROUND

APPEARANCE

AGE	HEIGHT	WEIGHT
GENDER	SKIN	
HAIR	EYES	
ETHNICITY	NATIONALITY	
TATTOOS/SCARS/PIERCINGS/MARKS		
GENERAL DESCRIPTION		

PERSONALITY

GENERAL DESCRIPTION
LIKES
DISLIKES
QUIRKS
PHOBIAS
CATCHPHRASES

FAMILY

PARENT	
<input type="checkbox"/> FEMALE	<input type="checkbox"/> MALE
RACE	CLASS
SPOUSE	
<input type="checkbox"/> FEMALE	<input type="checkbox"/> MALE
RACE	CLASS
SIBLING	
<input type="checkbox"/> FEMALE	<input type="checkbox"/> MALE
RACE	CLASS
SIBLING	
<input type="checkbox"/> FEMALE	<input type="checkbox"/> MALE
RACE	CLASS
SIBLING	
<input type="checkbox"/> FEMALE	<input type="checkbox"/> MALE
RACE	CLASS
SIBLING	
<input type="checkbox"/> FEMALE	<input type="checkbox"/> MALE
RACE	CLASS
CHILDREN	
EXTENDED FAMILY	
FAMILY NOTES	
FAMILY CREST	

BACKGROUND

HISTORY

BIRTH AND CHILDHOOD

ADOLESCENCE

TRAINING

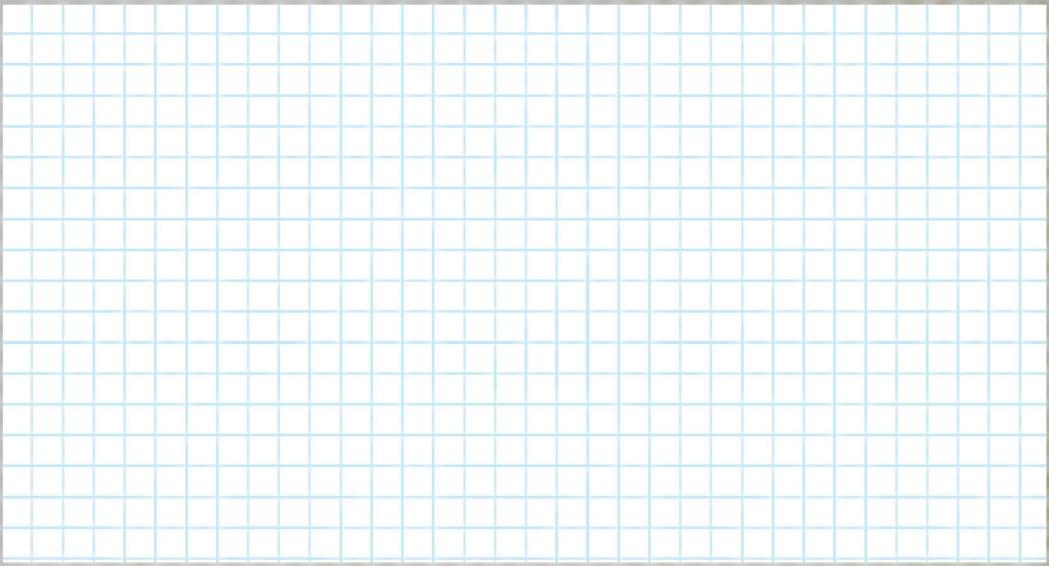
EARLY ADVENTURES

ALLIES/FELLOW ADVENTURERS

FOES

HOME/HIDEOUT/BASE

DETAILS



ADVANCEMENT

STR STRENGTH	INT INTELLIGENCE	DEX DEXTERITY	WIS WISDOM	CON CONSTITUTION	CHA CHARISMA	BASE SCORE	BASE SCORE	CURRENT XP
FAVORED CLASS								
LEVEL	CLASS	HIT POINTS	FAV CLASS?	ABILITY SCORE	FEAT	SLOW	MEDIUM	FAST
1				X	+1			
2				X				
3				X	+1			
4								
5				X	+1			
6				X				
7				X	+1			
8								
9				X	+1			
10				X				
11				X	+1			
12								
13				X	+1			
14				X				
15				X	+1			
16								
17				X	+1			
18				X				
19				X	+1			
20								

ACHIEVEMENTS

MOST WEAPON DAMAGE DEALT	
MOST SPELL DAMAGE DEALT	
NUMBER OF CRITS CONFIRMED	
NUMBER OF TIMES HIT BY A CRIT	
NUMBER OF DEATHS	
HIGHEST AC HIT	
HIGHEST AC ACHIEVED	
MOST GOLD POSSESSED AT ONE TIME	
MOST GOLD GAINED AT ONE TIME	
FARTHEST DISTANCE FALLEN	
HIGHEST HEIGHT REACHED	
GREATEST NUMBER OF FOES IN ONE FIGHT	
TRAPS DISABLED/SPRUNG	
UNIQUE MONSTERS SLAIN	
DRAGONS SLAIN	
DUNGEONS CLEARED	
DEEPEST DUNGEON LEVEL EXPLORED	
ARTIFACTS POSSESSED	
CREATURE TYPES SLAIN	
ABERRATION	MAGICAL BEAST
ANIMAL	MONSTROUS HUMANOID
CONSTRUCT	OOZE
DRAGON	OUTSIDER
FEY	PLANT
HUMANOID	UNDEAD

RACIAL TRAITS

PERMANENT BONUSES AND CONDITIONS



SKILL CHECKS

ACROBATICS (PAGE 87*)

Moving across a Narrow Surface	Acrobatics DC
7–11 inches wide	10
2–6 inches wide	15
Less than 2 inches wide	20

Move through a Threatened Area	Acrobatics DC
Move through a threatened area	Opponent's CMD
Move through an enemy's space	5 + opponent's CMD

Long Jump	Acrobatics DC
5 feet	5
10 feet	10
Greater than 10 feet	+5 per 5 feet

High Jump	Acrobatics DC
1 foot	4
2 feet	8
Greater than 2 feet	+4 per foot

BLUFF (OPPOSED BY SENSE MOTIVE; PAGE 90)

Circumstances	Bluff Modifier
The target wants to believe you	+5
The lie is believable	+0
The lie is unlikely	-5
The lie is far-fetched	-10
The lie is impossible	-20

CLIMB (PAGE 90)

Example Surface or Activity	Climb DC
A steep slope, or a knotted rope next to a wall	0
A rope next to a wall or a knotted rope	5
A surface with ledges, rough wall, or ship rigging	10
Any surface with handholds, a tree, or an unknotted rope	15
An uneven surface with narrow handholds	20
A rough surface, such as a rock or brick wall	25

DIPLOMACY (PAGE 93)

Starting Attitude	Diplomacy DC
Hostile	25 + Cha modifier
Unfriendly	20 + Cha modifier
Indifferent	15 + Cha modifier
Friendly	10 + Cha modifier
Helpful	0 + Cha modifier

DISABLE DEVICE (PAGE 94)

Device	Time	Disable Device DC
Simple (jam a lock)	1 round	10
Tricky (sabotage a wagon)	1d4 rounds	15
Difficult (disarm or reset a trap)	2d4 rounds	20
Extreme (disarm a complex trap)	2d4 rounds	25

HEAL (PAGE 98)

Task	Heal DC
First aid	15
Long-term care	15
Treat deadly wounds	20
Treat poison	Poison's save DC
Treat disease	Disease's save DC

KNOWLEDGE (PAGE 99)

Task	Knowledge DC
Easy question	10
Basic question	15
Hard question	20+
Identify auras using <i>detect magic</i> (arcana)	15 + spell level
Identify a spell effect that is in place (arcana)	20 + spell level
Know a monster's abilities or weaknesses (varies)	10 + monster's CR

PERCEPTION (PAGE 102)

Detail	Perception DC
Hear the sound of battle	-10
Notice the stench of rotting garbage	-10
Detect the smell of smoke	0
Hear the details of a conversation	0
Notice a visible creature	0
Determine if food is spoiled	5
Hear the sound of a creature walking	10
Hear the details of a whispered conversation	15
Find the average concealed door	15
Hear the sound of a key being turned in a lock	20
Find the average secret door	20
Hear a bow being drawn	25
Sense a burrowing creature underneath you	25
Notice a pickpocket	Opposed by Sleight of Hand
Notice a creature using Stealth	Opposed by Stealth
Find a hidden trap	Varies by trap
Identify the powers of a potion through taste	15 + the potion's CL

Perception Modifiers	DC Modifier
Distance to the source, object, or creature	+1/10 feet
Through a closed door	+5
Through a wall	+10/foot of wall

RIDE (PAGE 103)

Task	Ride DC
Guide with knees	5
Stay in saddle	5
Fight with a combat-trained mount	10

SPELLCRAFT (PAGE 106)

Task	Spellcraft DC
Identify a spell as it is being cast	15 + spell level
Identify magic item powers using <i>detect magic</i>	15 + item's caster level
Decipher a scroll	20 + spell level

SURVIVAL (PAGE 107)

Track Creatures over Listed Surface	Survival DC
Very soft ground	5
Soft ground	10
Firm ground	15
Hard ground	20

SWIM (MOVE AT QUARTER SPEED; PAGE 108)

Water Condition	Swim DC
Calm water	10
Rough water	15
Stormy water	20

* All page numbers refer to the *Pathfinder RPG Core Rulebook*.

CHARACTER ADVANCEMENT AND LEVEL-DEPENDENT BONUSES

Character Level	Experience Point Total			Ability Score
	Slow	Medium	Fast	
1st	—	—	—	1st
2nd	3,000	2,000	1,300	—
3rd	7,500	5,000	3,300	2nd
4th	14,000	9,000	6,000	—
5th	23,000	15,000	10,000	3rd
6th	35,000	23,000	15,000	—
7th	53,000	35,000	23,000	4th
8th	77,000	51,000	34,000	—
9th	115,000	75,000	50,000	5th
10th	160,000	105,000	71,000	—
11th	235,000	155,000	105,000	6th
12th	330,000	220,000	145,000	—
13th	475,000	315,000	210,000	7th
14th	665,000	445,000	295,000	—
15th	955,000	635,000	425,000	8th
16th	1,350,000	890,000	600,000	—
17th	1,900,000	1,300,000	850,000	9th
18th	2,700,000	1,800,000	1,200,000	—
19th	3,850,000	2,550,000	1,700,000	10th
20th	5,350,000	3,600,000	2,400,000	—
				5th



ACTIONS IN COMBAT

Standard Action	Attack of Opportunity ¹	Full-Round Action	Attack of Opportunity ¹
Attack (melee)	No	Full attack	No
Attack (ranged)	Yes	Charge ⁴	No
Attack (unarmed)	Yes	Deliver coup de grace	Yes
Activate a magic item other than a potion or oil	No	Extinguish flames	No
Aid another	Maybe ²	Light a torch	Yes
Cast a spell (1 standard action casting time)	Yes	Load a heavy or repeating crossbow	Yes
Channel energy	No	Run	Yes
Concentrate to maintain an active spell	No	Use a touch spell on up to six friends	Yes
Dismiss a spell	No	Withdraw ⁴	No
Draw a hidden weapon (see Sleight of Hand skill)	No	Attack of Opportunity ¹	
Drink a potion or apply an oil	Yes	Free Action	Attack of Opportunity ¹
Escape a grapple	No	Cease concentration on a spell	No
Feint	No	Drop an item	No
Read a scroll	Yes	Drop to the floor	No
Ready (triggers a standard action)	No	Prepare spell components to cast a spell ⁵	No
Stabilize a dying friend (see Heal skill)	Yes	Speak	No
Total defense	No	Attack of Opportunity ¹	
Move Action	Attack of Opportunity ¹	Swift Action	Attack of Opportunity ¹
Move	Yes	Cast a quickened spell	No
Direct or redirect an active spell	No	Attack of Opportunity ¹	
Draw a weapon ³	No	Attack of Opportunity ¹	
Load a hand crossbow or light crossbow	Yes	Attack of Opportunity ¹	
Open or close a door	No	Attack of Opportunity ¹	
Mount/dismount a steed	No	Attack of Opportunity ¹	
Move a heavy object	Yes	Attack of Opportunity ¹	
Pick up an item	Yes	Attack of Opportunity ¹	
Sheathe a weapon	Yes	Attack of Opportunity ¹	
Stand up from prone	Yes	Attack of Opportunity ¹	
Ready or drop a shield ³	No	Attack of Opportunity ¹	
Retrieve a stored item	Yes	Attack of Opportunity ¹	

¹ Regardless of the action, if you move out of a threatened square, you usually provoke an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.

² If you aid someone performing an action that would normally provoke an attack of opportunity, then the act of aiding another provokes an attack of opportunity as well.

³ If you have a base attack bonus of +1 or higher, you can combine one of these actions with a regular move. If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.

⁴ May be taken as a standard action if you are limited to taking only a single action in a round.

⁵ Unless the component is an extremely large or awkward item.

COMBAT

Attack Roll Modifiers (page 195*)

Attacker is...	Melee	Ranged
Dazzled	-1	-1
Entangled	-2 ¹	-2 ¹
Flanking defender	+2	-
Invisible	+2 ²	+2 ²
On higher ground	+1	+0
Prone	-4	-3 ³
Shaken or frightened	-2	-2
Squeezing through a space	-4	-4

¹ An entangled character also takes a -4 penalty to Dex.

² The defender loses any Dex bonus to AC.

³ Most ranged weapons can't be used while the attacker is prone.

Armor Class Modifiers (page 195)

Defender is...	Melee	Ranged
Behind cover	+4	+4
Blinded	-2 ¹	-2 ¹
Concealed or invisible	see page 196	
Cowering	-2 ¹	-2 ¹
Entangled	+0 ²	+0 ²
Flat-footed	+0 ¹	+0 ¹
Grappling (but attacker is not)	+0 ¹	+0 ¹
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 ¹	-2 ¹

¹ The defender loses any Dex bonus to AC.

² An entangled character also takes a -4 penalty to Dex.

³ The defender is flat-footed and cannot add his Dex bonus to AC.

Combat Maneuvers (page 198)

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

Two-Weapon Fighting Penalties (page 202)

Circumstances	Primary Hand	Off Hand
Normal penalties	-6	-10
Off-hand weapon is light	-4	-8
Two-Weapon Fighting feat	-4	-4
Off-hand weapon is light and Two-Weapon Fighting feat	-2	-2

Concentration Checks (page 206)

Situation	Concentration DC
Cast 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 a non-damaging spell	DC of the spell + spell level
Grappled or pinned while casting	10 + grappler's CMB
Vigorous motion while casting	10 + spell level
Violent motion while casting	15 + spell level
Extremely violent motion while casting	20 + spell level
Wind with rain or sleet while casting	5 + spell level
Wind with hail and debris while casting	10 + spell level
Weather caused by spell	see spell
Entangled while casting	15 + spell level

* All page numbers refer to the *Pathfinder RPG Core Rulebook*.

COMMON CONDITIONS (PAGE 565)

Blinded: Creature takes a -2 penalty to AC, loses Dex bonus to AC, and takes a -4 penalty on most Str- and Dex-based skill checks and on opposed Perception skill checks. All opponents are considered to have total concealment (50% miss chance) against the blinded character. Creatures must succeed at a DC 10 Acrobatics skill check to move faster than half speed or fall prone.

Broken: Weapons take a -2 penalty on attack and damage rolls, only score a critical hit on a natural 20, and only deal ×2 damage. Armor and shields grant half AC bonus and double armor check penalty. Broken wands or staves use twice as many charges.

Confused: 01–25: Act normally; 26–50: Babble for 1 round; 51–75: Deal 1d8 + Str damage to self; 76–100: Attack nearest creature.

Entangled: No movement if bonds are anchored, otherwise move at half speed. Creature takes a -2 penalty on all attack rolls and a -4 penalty to Dex. Must make concentration check to cast spells.

Exhausted: Creature moves at half speed. -6 penalty to Str and Dex. Rest 1 hour to become fatigued.

Fatigued: Creature cannot run or charge. -2 penalty to Str and Dex. Rest 8 hours to remove.

Frightened: As shaken, except creature must flee from source.

COMMON CONDITIONS (CONTINUED)

Grappled: Creature cannot move or take action that requires 2 hands. -4 penalty to Dex. -2 penalty on attack rolls and combat maneuver checks (except checks made to escape). Must make concentration check to cast spells. Cannot take attacks of opportunity.

Nauseated: Creature can only take a move action and cannot attack, cast spells, or concentrate.

Panicked: As frightened, except creature drops held items.

Paralyzed: Creature's Str and Dex reduced to 0. Fliers using wings fall. Creature is helpless.

Pinned: As grappled, except creature is flat-footed, takes a -4 penalty to AC, and can only take verbal or mental actions (except checks made to escape).

Shaken: Creature takes a -2 penalty on all attack rolls, saving throws, skill checks, and ability checks.

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

Staggered: Creature can only take a move action or standard action (plus swift and immediate).

Stunned: Creature cannot take actions, drops everything held, takes a -2 penalty to AC, and loses its Dex bonus to AC (if any).

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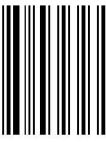
ISBN 978-1-60125-445-0

US \$9.99

50999>



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Printed in China. PZO1122