

Conditions

Player Core 442

Blinded You can't see. All normal terrain is difficult terrain. You can't detect anything using vision. Automatically critically fail Perception checks that require you to see; if vision is your only precise sense, you take a -4 status penalty to Perception checks. You are immune to visual effects. Blinded overrides dazzled.

Broken A broken object can't be used, nor does it grant bonuses. Broken armor grants its item bonus to AC, but gives a status penalty to AC (-1 light, -2 medium, -3 heavy). An effect that makes an item broken reduces the item's HP to its Broken Threshold.

Clumsy Take a status penalty equal to your clumsy value on Dexterity-based checks and DCs, including AC, Reflex saves, ranged attacks, and skill checks using Acrobatics, Stealth, and Thievery.

Confused You are off-guard, don't treat anyone as your ally, and can't Delay, Ready, or use reactions. Use all your actions to Strike or cast offensive cantrips. The GM determines targets randomly. If you have no other option, target yourself, automatically hitting. If it's impossible for you to attack or cast spells, you babble incoherently, wasting your actions. Each time you take damage from an attack or spell, attempt a DC 11 flat check to end the condition.

Controlled Your controller dictates how you act.

Dazzled All creatures and objects are concealed from you.

Deafened You can't hear. You automatically critically fail Perception checks that require hearing. Take a -2 status penalty to Perception checks for initiative and checks that involve sound but also rely on other senses. If you perform an action that has the auditory trait, you must succeed at a DC 5 flat check or the action is lost. You are immune to auditory effects.

Drained Take a status penalty equal to your drained value on Constitution-based checks, such as Fortitude saves. Lose Hit Points equal to your level times the drained value, and your maximum Hit Points are reduced by the same amount. When you regain Hit Points by resting for 8 hours, your drained value is reduced by 1, but you don't immediately recover the lost Hit Points.

Encumbered You're clumsy 1 and take a -10-foot penalty to all your Speeds (minimum 5 feet).

Enfeebled Take a status penalty equal to your enfeebled value to Strength-based rolls and DCs, including Strength-based melee attack rolls, Strength-based damage rolls, and Athletics checks.

Fascinated Take a -2 status penalty to Perception and skill checks, and you can't use actions with the concentrate trait unless they are related to the subject of your fascination. This condition ends if a creature takes hostile actions toward you or any of your allies.

Fatigued Take a -1 status penalty to AC and saving throws. During exploration, you can't choose an exploration activity. Recover from fatigue after a full night's rest.

Fleeing On your turn, spend each action trying to escape the source of the condition as expediently as possible. You can't Delay or Ready.

Frightened Take a status penalty equal to the value to all checks and DCs. At the end of each of your turns, the value decreases by 1.

Grabbed You're immobilized and off-guard. If you attempt a manipulate action, you must succeed at a DC 5 flat check or it is lost.

Immobilized You can't take any action with the move trait. If you're immobilized by something holding you in place and an external force would move you, the force must succeed at a check against the DC of the effect holding you in place you or the relevant defense (usually Fortitude DC) of the creature holding you in place.

Off-Guard Take a -2 circumstance penalty to AC.

Paralyzed You're off-guard and can't take actions except Recall Knowledge and others that require only your mind. You can't Seek.

Persistent Damage Instead of taking persistent damage immediately, take it at the end of each of your turns, rolling any damage dice each time. After you take persistent damage, roll a DC 15 flat check to see if you recover. If you succeed, the condition ends.

You or an ally can help you recover, allowing an additional flat check. This usually takes 2 actions, and must be something that would reasonably help against the source of the damage. The GM can reduce the DC to 10, have the damage end automatically, or change the number of actions.

Petrified You can't act, nor can you sense anything. You're an object with double your normal Bulk (typically 12 if Medium or 6 if Small), AC 9, Hardness 8, and the same current HP you had when alive.

Prone You're off-guard with a -2 circumstance penalty to attack rolls. The only move actions you can take are Crawl and Stand. Standing ends the prone condition. You can Take Cover while prone, gaining greater cover against ranged attacks (but remain off-guard).

Quickened You gain 1 additional action at the start of your turn each round. Many effects that make you quickened specify the types of additional actions you can use. Because quickened has its effect at the start of your turn, you don't gain actions immediately if you become quickened during your turn.

Restrained You're tied up and can barely move, or a creature has you pinned. You are immobilized and off-guard, and you can't use any actions with the attack or manipulate traits except to attempt to Escape or Force Open your bonds. Restrained overrides grabbed.

Sickened Take a status penalty equal to the value on all checks and DCs. You can't willingly ingest anything. You can spend an action retching to attempt a Fortitude save against the DC of the sickening effect. On a success, reduce the value by 1 (2 on a critical success).

Slowed When you regain your actions at the start of your turn, reduce the number of actions by your slowed value. You don't lose actions immediately if slowed during your turn.

Stunned You can't act. A stunned value indicates how many total actions you lose. Each time you regain actions, reduce the number by your stunned value, then reduce your stunned value by the number of actions lost. If stunned has a duration, lose all your actions for the listed duration. Stunned overrides slowed. Actions lost to stunned count toward those lost to slowed.

Stupefied Take a status penalty equal to the value to checks and DCs based on Intelligence, Wisdom, or Charisma, including Will saves, spell attack rolls and DCs, and appropriate skill checks. If you Cast a Spell, it's disrupted unless you succeed at a flat check (DC = 5 + value).

ICON KEY

❖ Single Action

❖❖ Two-Action Activity

❖❖❖ Three-Action Activity

↻ Reaction

❖ Free Action



Basic Actions

Player Core 416

Aid ➡ DC 15 check to give a +1 circumstance bonus to assisted skill check or attack roll (crit success: +2, +3 if master, +4 if legendary).

Crawl ➡ (move) Move 5 feet while prone.

Delay ♦ Select this when your turn begins; take your turn later.

Drop Prone ♦ (move) Fall prone.

Escape ♦ (attack) Attempt to get free when grappled, restrained, or immobilized. Use unarmed attack modifier, Acrobatics, or Athletics.

Interact ♦ (manipulate) Grab an object, open a door, draw an item, or do a similar action.

Leap ♦ (move) Jump horizontally 10 feet (15 feet if your Speed is 30 feet or more), or vertically 3 feet and horizontally 5 feet.

Ready ♦♦ (concentrate) Prepare to take a single action or free action as a reaction with a trigger you designate.

Release ♦ (manipulate) Release something you're holding without triggering reactions.

Seek ♦ (concentrate, secret) Scan an area for signs of creatures or objects using Perception.

Sense Motive ♦ (concentrate, secret) See if a creature is lying.

Stand ♦ (move) You stand up from prone.

Step ♦ (move) Move 5 feet without triggering reactions.

Stride ♦ (move) Move up to your Speed.

Strike ♦ (attack) Attack with a weapon or unarmed attack.

Take Cover ♦ Gain cover, or get greater cover if you have cover.

Specialty Basic Actions

Player Core 418

Arrest a Fall ➡ Use Acrobatics to slow your fall while flying.

Avert Gaze ♦ Get a +2 circumstance bonus against visual abilities.

Burrow ♦ (move) Move up to your burrow Speed.

Dismiss ♦ (concentrate) End an effect that states that you can dismiss it. Ends the entire effect unless noted otherwise.

Fly ♦ (move) Move up to your fly Speed. Moving upward counts as difficult terrain. You can move straight down 10 feet for every 5 feet of movement you spend. If you're airborne at the end of your turn and didn't Fly this round, you fall.

Grab an Edge ➡ (manipulate) Try to catch something to stop a fall.

Mount ♦ (move) Get on an allied animal bigger than you to ride it.

Point Out ♦ (auditory, manipulate, visual) Reveal unobserved creature.

Raise a Shield ♦ Put up a shield to get its bonus to AC.

Sustain ♦ (concentrate) Extend the duration of one effect that has a sustained duration or benefit when you sustain it. An extended duration lasts until the end of your next turn.

Death and Dying

Player Core 410

Knocked Out When reduced to 0 HP, move your initiative to directly before the creature or effect that reduced you to 0 HP. Gain dying 1, or dying 2 if the damage came from a critical hit or your critical failure on a save. A nonlethal effect makes you unconscious at 0 HP and doesn't give you the dying condition.

Dying You are unconscious. If you ever reach dying 4, you die. Attempt a recovery check at the start of your turn to determine whether you get better or worse. If you ever have 1 HP or more, you lose the dying condition. Any time you lose the dying condition, increase your wounded value by 1. If you take damage while dying, increase the dying value by 1 (or 2 on an enemy's critical success or your critical failure).

Recovery Checks At the start of your turn when you're dying, attempt a flat check (DC 10 + your dying value).

Critical Success Your dying value is reduced by 2.

Success Your dying value is reduced by 1.

Failure Your dying value increases by 1.

Critical Failure Your dying value increases by 2.

Wounded If you gain the dying condition while you have the wounded condition, add your wounded value to your dying value. Wounded ends if you receive HP from Treat Wounds, or if you're restored to full HP and rest for 10 minutes.

Doomed The maximum dying value at which you die is reduced by your doomed value. If your maximum dying value is reduced to 0, you instantly die. Your doomed value decreases by 1 each time you get a full night's rest.

Unconscious

Player Core 412

You can't wake up from unconsciousness while you have 0 Hit Points. If you're unconscious and have 1 or more Hit Points, you wake up in one of five ways.

- You take damage, provided the damage doesn't drop you to 0 HP.
- You receive healing, other than natural healing from resting.
- Someone nudges or shakes you awake with an Interact action.
- If there's loud noise, at the start of your turn attempt a Perception check against the noise's DC, waking up if you succeed. If creatures are attempting to stay quiet, this uses their Stealth DC.
- The GM decides you wake up either because you have had a restful night's sleep or something disrupted that restful sleep.

Treat Wounds

Player Core 242

Proficiency	DC	Success Healing	Critical Healing
Trained	15	2d8	4d8
Expert*	20	2d8+10	4d8+10
Master*	30	2d8+30	4d8+30
Legendary*	40	2d8+50	4d8+50

* Rolling against a higher DC is optional.

Terrain

Player Core 423

Difficult Terrain Each square costs 5 extra feet of movement.

Greater Difficult Terrain Each square costs 10 extra feet of movement.

Hazardous Terrain Moving through hazardous terrain deals damage.

Narrow Surface Off-guard and must Balance to cross. When you're hit or fail a save, succeed at a Reflex save or fall.

Uneven Ground Off-guard and might need to Balance or fall prone. When you're hit or fail a save, succeed at a Reflex save or fall.

Incline You need to Climb to ascend an incline. You're off-guard while Climbing.

Cover

Player Core 424

Draw a line from the center of the attacker's space or burst to the center of the target's space.

Lesser Cover +1 circumstance bonus to AC if line passes through creatures but no objects.

Cover +2 circumstance bonus to AC, Reflex saves against area effects, and Stealth checks to Hide or Sneak. You can use Take Cover (PC 418) to increase this to greater cover.

Greater Cover As cover, but a +4 bonus.

Falling Damage

Player Core 421

When you fall more than 5 feet, take bludgeoning damage equal to half the distance you fell. If you take any damage, you land prone. If you fall into water or a soft substance, calculate damage as though the fall were 20 feet shorter, 30 if you intentionally dove in (up to the depth of the substance).



Skill Actions

Player Core 228

E Exploration action, **D** Downtime action

Acrobatics (Dex, PC 233) Balance ♦, Tumble Through ♦

Trained Maneuver in Flight ♦, Squeeze^E

Arcana (Int, PC 234) Recall Knowledge ♦ (PC 231)

Trained Borrow an Arcane Spell^E, Decipher Writing^E (PC 228), Identify Magic^E (PC 230), Learn a Spell^E (PC 230)

Athletics (Str, PC 234) Climb ♦, Force Open ♦, Grapple ♦, High Jump ♦♦, Long Jump ♦♦, Reposition ♦, Shove ♦, Swim ♦, Trip ♦ **Trained** Disarm ♦

Crafting (Int, PC 236) Recall Knowledge ♦ (PC 231), Repair^E

Trained Craft^D, Earn Income^D (PC 228), Identify Alchemy^E

Deception (Cha, PC 237) Create a Diversion ♦, Impersonate^E, Lie

Trained Feint ♦

Diplomacy (Cha, PC 239) Gather Information^E, Make an Impression^E, Request ♦

Intimidation (Cha, PC 240) Coerce^E, Demoralize ♦

Lore (Int, PC 240) Recall Knowledge ♦ (PC 231)

Trained Earn Income^D (PC 228)

Medicine (Wis, PC 241) Administer First Aid ♦♦, Recall Knowledge ♦ (PC 231)

Trained Treat Disease^D, Treat Poison ♦, Treat Wounds^E

Nature (Wis, PC 242) Command an Animal ♦, Recall Knowledge ♦ (PC 231)

Trained Identify Magic^E (PC 230), Learn a Spell^E (PC 230)

Occultism (Int, PC 243) Recall Knowledge ♦ (PC 231)

Trained Decipher Writing^E (PC 228), Identify Magic^E (PC 230), Learn a Spell^E (PC 230)

Performance (Cha, PC 243) Perform ♦

Trained Earn Income^D (PC 228)

Religion (Wis, PC 244) Recall Knowledge ♦ (PC 231)

Trained Decipher Writing^E (PC 228), Identify Magic^E (PC 230), Learn a Spell^E (PC 230)

Society (Int, PC 244) Recall Knowledge ♦ (PC 231), Subsist^D (PC 232)

Trained Create Forgery^D, Decipher Writing^E (PC 228)

Stealth (Dex, PC 244) Conceal an Object ♦, Hide ♦, Sneak ♦

Survival (Wis, PC 246) Sense Direction^E, Subsist^D (PC 232)

Trained Cover Tracks^E, Track^E

Thievery (Dex, PC 246) Palm an Object ♦, Steal ♦

Trained Disable a Device ♦♦, Pick a Lock ♦♦

Simple DCs

GM Core 53

Rank	DC
Untrained	10
Trained	15
Expert	20
Master	30
Legendary	40

DCs by Level

GM Core 53

Level	DC	Level	DC
0	14	13	31
1	15	14	32
2	16	15	34
3	18	16	35
4	19	17	36
5	20	18	38
6	22	19	39
7	23	20	40
8	24	21	42
9	26	22	44
10	27	23	46
11	28	24	48
12	30	25	50

Spell Rank*	DC
1st	15
2nd	18
3rd	20
4th	23
5th	26
6th	28
7th	31
8th	34
9th	36
10th*	39

* Adjust the difficulty of spells based on their rarity

DC Adjustments

GM Core 53

Difficulty	Adjustment
Incredibly easy	-10
Very easy	-5
Easy	-2
Hard (uncommon)	+2
Very hard (rare)	+5
Incredibly hard (unique)	+10

Specific Skill DCs

GM Core 53

Craft Use a DC of the item's level, adjusted for rarity.

Earn Income Tasks The task level is typically the settlement's level, and its DC uses the task level. Typical levels: village 0-1, town 2-4, city 5-7.

Gather Information Set a simple DC based on the notoriety of the subject; adjust upward if the character seeks in-depth information.

Identify Magic, Identify Alchemy, or Learn a Spell Use the DC for the spell or item's level, adjusted by rarity; use the incredibly hard adjustment for cursed items.

Recall Knowledge Set a simple DC; if the character tries again for more knowledge, adjust the DC one step higher each time until they fail or attempt an incredibly hard check.

Sense Direction Pick a simple DC: trained in normal wilderness, expert in deep forest/underground, master or legendary in weird/surreal environments.

Social Skills Use Will DC if known; if not, improvise a level.

Track Select a simple DC, or a Survival DC if the quarry Covers Tracks.

Creature Identification

GM Core 54

Use the creature's level, adjusted for rarity and fame. Success recalls a well-known attribute; critical success adds something more subtle.

Creature Trait	Skills
Aberration	Occultism
Animal	Nature
Astral	Occultism
Beast	Arcana, Nature
Celestial	Religion
Construct	Arcana, Crafting
Dragon	Arcana
Elemental	Arcana, Nature
Ethereal	Occultism
Fey	Nature
Fiend	Religion
Fungus	Nature
Humanoid	Society
Monitor	Religion
Ooze	Occultism
Plant	Nature
Shade	Religion
Spirit	Occultism
Undead	Religion

Detecting Creatures Player Core 434

Observed A creature you're observed by knows where you are and can target you normally.

Concealed A creature that you're concealed from must succeed at a DC 5 flat check when targeting you with a non-area effect.

Hidden A creature you're hidden from knows the space you're in. It is off-guard to you, and must succeed at a DC 11 flat check to affect you. You can Hide to become hidden, and Seek to find hidden creatures.

Undetected When you are undetected by a creature, it's off-guard to you, can't see you, has no idea what space you occupy, and can't target you. It can try to guess your square by picking a square and attempting an attack. This works like targeting a hidden creature, but the flat check and attack roll are rolled in secret by the GM.

Unnoticed A creature you're unnoticed by is unaware of your presence.

Invisible You're undetected by everyone. You can't become observed while invisible except via special abilities or magic.

Exploration Activities Player Core 438

You must move at half speed to use any of these but Hustle.

Avoid Notice Use Stealth to avoid being noticed.

Defend Raise a Shield before your first turn begins.

Detect Magic (concentrate) Detect magic at regular intervals.

Follow the Expert (auditory, concentration, visual) Gain bonus with a skill from an expert ally. Add your level if untrained, and get +2 circumstance bonus (+3 if ally is master, +4 if ally is legendary).

Hustle (move) Move at double Speed for up to Con × 10 minutes.

Investigate (concentrate) Use Recall Knowledge to discover clues.

Repeat a Spell (concentrate) Repeatedly cast the same spell, or continue Activation or Sustain a Spell.

Scout (concentrate) Party members get +1 circumstance bonus to their initiative rolls.

Search (concentrate) Seek for hidden doors and hazards.

Sustain an Effect (concentrate) Sustain an effect that can be sustained.

Hero Points Player Core 413

Give out 1 Hero Point to each PC at the start of the session. Give out roughly 1 more per hour of play, for a heroic act or a moderate or major accomplishment. Hero Points can be spent in two ways.

Spend 1 Hero Point to reroll a check and use the second result. This is a fortune effect.

Spend all your Hero Points to avoid death when your dying condition would increase. Lose dying and stabilize with 0 HP. Don't gain or increase your wounded value from losing the dying condition in this way, but if you already had that condition you don't lose it.

Structures GM Core 93

Door	Climb DC	Hardness, HP (BT)
Wood	20	10, 40 (20)
Stone	30	14, 56 (28)
Reinforced wood	15	15, 60 (30)
Iron	30	18, 72 (36)

Wall	Climb DC	Hardness, HP (BT)
Crumbling masonry	15	10, 40 (20)
Wooden slats	15	10, 40 (20)
Masonry	20	14, 56 (28)
Hewn stone	30	14, 56 (28)
Iron	40	18, 72 (36)

Portcullis	Climb DC	Hardness, HP (BT)
Wood	10	10, 40 (20)
Iron	10	18, 72 (36)

Force Open GM Core 93

Structure	Force Open DC
Stuck door or window	15
Exceptionally stuck	20
Lift wooden portcullis	20*
Lift iron portcullis	30*
Bend metal bars	30

* Use the Thievery DC of the locking mechanism +5 if it's higher.

Environmental Damage GM Core 90

Category	Damage
Minor	1d6–2d6
Moderate	4d6–6d6
Major	8d6–12d6
Massive	18d6–24d6

Remaster Terms

The following terms have changed in the remastered books, but you might encounter them in prior products.

Legacy Term	Remaster Term
Ability modifier	Attribute modifier
Attack of opportunity	Reactive strike
Counteract level	Counteract rank
Flat-footed	Off-guard
Metamagic	Spellshape
Negative	Void
Positive	Vitality
Spell level	Spell rank

XP Awards GM Core 56

Accomplishment	XP Award
Minor	10 XP
Moderate*	30 XP
Major*	80 XP

* Typically awards a Hero Point as well.

Adversary or Hazard Level	XP for Simple Hazard	XP for Creature or Complex Hazard
Party level – 4	2 XP	10 XP
Party level – 3	3 XP	15 XP
Party level – 2	4 XP	20 XP
Party level – 1	6 XP	30 XP
Party level	8 XP	40 XP
Party level + 1	12 XP	60 XP
Party level + 2	16 XP	80 XP
Party level + 3	24 XP	120 XP
Party level + 4	32 XP	160 XP

Encounter Budget GM Core 75

Difficulty	XP Budget	Character Adjustment
Trivial	40 or less	10 or less
Low	60	20
Moderate	80	20
Severe	120	30
Extreme	160	40

Elite Adjustment Monster Core 6

- Increase the creature's level by 1; if the creature is level –1 or 0, instead increase its level by 2.
- Add 2 to AC, attack bonus, DCs, saves, Perception, and skills.
- Add 2 to damage for Strikes and offensive abilities, or 4 for abilities that can be used only a limited number of times.
- Increase HP based on the creature's starting level: 1 or lower, add 10 HP; 2 to 4, add 15 HP; 5 to 19, add 20 HP; and 20+ add 30 HP.

Weak Adjustment Monster Core 7

- Decrease the creature's level by 1; if the creature is level 1, instead decrease its level by 2.
- Subtract 2 from AC, attack bonus, DCs, saves, Perception, and skills.
- Subtract 2 from damage for Strikes and offensive abilities, or 4 for abilities that can be used only a limited number of times.
- Decrease HP based on the creature's starting level: 1 or 2, subtract 10 HP; 3 to 5, subtract 15 HP; 6 to 20, subtract 20 HP; and 21+ subtract 30 HP.