

# BALANCE

[MOVE]

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**Requirements** *You are in a square that contains a narrow surface, uneven ground, or another similar feature.*

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*You move across a narrow surface or uneven ground, attempting an Acrobatics check against its Balance DC. You are flat-footed while on a narrow surface or uneven ground.*

## ACROBATICS CHECK

**Critical Success** *You move up to your Speed.*

**Success** *You move up to your Speed, treating it as difficult terrain (every 5 feet costs 10 feet of movement).*

**Failure** *You must remain stationary to keep your balance (wasting the action) or you fall. If you fall, your turn ends.*

**Critical Failure** *You fall and your turn ends.*

# TUMBLE THROUGH ➤

[MOVE]

*You Stride up to your Speed. During this movement, you can try to move through the space of one enemy. Attempt an Acrobatics check against the enemy's Reflex DC as soon as you try to enter its space. You can Tumble Through using Climb, Fly, Swim, or another action instead of Stride in the appropriate environment.*

## ACROBATICS CHECK

**Success** *You move through the enemy's space, treating the squares in its space as difficult terrain. If you don't have enough Speed to move all the way through its space, you get the same effect as a failure.*

**Failure** *Your movement ends, and you trigger reactions as if you had moved out of the square you started in.*

# MANEUVER IN FLIGHT

[MOVE] [TRAINED]

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**Requirements** *You have a fly Speed.*

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*You try a difficult maneuver while flying. The GM determines what maneuvers are possible, but they rarely allow you to move farther than your fly Speed.*

## ACROBATICS CHECK

**Success** *You succeed at the maneuver.*

**Failure** *Your maneuver fails. The GM chooses if you simply can't move or if some other detrimental effect happens. The outcome should be appropriate for the maneuver you attempted (for instance, being blown off course if you were trying to fly against a strong wind).*

**Critical Failure** *As failure, but the consequence is more dire.*

## SAMPLE TASKS

**Trained** *steep ascent or descent*

**Expert** *fly against the wind, hover midair*

**Master** *reverse direction*

**Legendary** *fly through gale force winds*

# SQUEEZE

[EXPLORATION] [MOVE] [TRAINED]

*You contort yourself to squeeze through a space so small you can barely fit through. This action is for exceptionally small spaces; many tight spaces are difficult terrain that you can move through more quickly and without a check.*

## ACROBATICS CHECK

**Critical Success** *You squeeze through the tight space in 1 minute per 10 feet of squeezing.*

**Success** *You squeeze through in 1 minute per 5 feet.*

**Critical Failure** *You become stuck in the tight space.*

*While you're stuck, you can spend 1 minute attempting another Acrobatics check at the same DC. Any result on that check other than a critical failure causes you to become unstuck.*

## SAMPLE TASKS

**Trained** *space barely fitting your shoulders*

**Master** *space barely fitting your head*

# RECALL KNOWLEDGE ➤

[CONCENTRATE] [SECRET]

You attempt a *skill check* to try to remember a bit of knowledge regarding a topic related to that skill. The GM determines the DCs for such checks and which skills apply. *See rulebook.*

## SKILL CHECK

**Critical Success** You recall the knowledge accurately and gain additional information or context.

**Success** You recall the knowledge accurately or gain a useful clue about your current situation.

**Critical Failure** You recall incorrect information or gain an erroneous or misleading clue.

## SAMPLE TASKS

These examples use *Society* or *Religion*.

**Untrained** name of a ruler, key noble, or major deity

**Trained** line of succession for a major noble family, core doctrines of a major deity

**Expert** genealogy of a minor noble, teachings of an ancient priest

**Master** hierarchy of a genie noble court, major extraplanar temples of a deity

**Legendary** existence of a long-lost noble heir, secret doctrines of a religion

# BORROW AN ARCANE SPELL

[CONCENTRATE] [EXPLORATION] [TRAINED]

*If you're an arcane spellcaster who prepares from a spellbook, you can attempt to prepare a spell from someone else's spellbook. The GM sets the DC for the check based on the spell's level and rarity; it's typically a bit easier than Learning the Spell.*

## ARCANA CHECK

**Success** You prepare the borrowed spell as part of your normal spell preparation.

**Failure** You fail to prepare the spell, but the spell slot remains available for you to prepare a different spell. You can't try to prepare this spell until the next time you prepare spells.



# DECIPHER WRITING

[CONCENTRATE] [EXPLORATION] [SECRET]  
[TRAINED]

*You attempt to decipher complicated writing or literature on an obscure topic. This usually takes 1 minute per page of text, but might take longer (typically an hour per page for decrypting ciphers or the like). The text must be in a language you can read, though the GM might allow you to attempt to decipher text written in an unfamiliar language using Society instead.*

*The DC is determined by the GM based on the state or complexity of the document. The GM might have you roll one check for a short text or a check for each section of a larger text.*

## SKILL CHECK

**Critical Success** *You understand the true meaning of the text.*

**Success** *You understand the true meaning of the text. If it was a coded document, you know the general meaning but might not have a word-for-word translation.*

**Failure** *You can't understand the text and take a -2 circumstance penalty to further checks to decipher it.*

**Critical Failure** *You believe you understand the text on that page, but you have in fact misconstrued its message.*

# IDENTIFY MAGIC

[CONCENTRATE] [EXPLORATION] [SECRET]  
[TRAINED]

*Once you discover that an item, location, or ongoing effect is magical, you can spend 10 minutes to try to identify the particulars of its magic. If your attempt is interrupted, you must start over. Cursed or esoteric subjects usually have higher DCs or might even be impossible to identify using this activity alone.*

## SKILL CHECK

- **Arcana** for arcane magic.
- **Nature** for primal magic.
- **Occultism** for occult magic.
- **Religion** for divine magic.

**Critical Success** *You learn all the attributes of the magic, including its name, what it does, any means of activating it, and whether it is cursed.*

**Success** *For an item or location, you get a sense of what it does and learn any means of activating it. For an ongoing effect, you learn the effect's name and what it does. You can't try again to get a critical success.*

**Failure** *You fail to identify the magic and can't try again for 1 day.*

**Critical Failure** *You misidentify the magic as something else of the GM's choice.*



# LEARN A SPELL

[CONCENTRATE] [EXPLORATION] [TRAINED]

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**Requirements** You have a spellcasting class feature, and the spell you want to learn is on your magical tradition's spell list.

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You can gain access to a new spell from someone who knows that spell or from magical writing like a spellbook or scroll. For that, you must:

- Spend 1 hour per spell level, during which you must remain in conversation with a person who knows the spell or have the magical writing in your possession.
- Have materials (see rulebook)
- Attempt a skill check related to the spell tradition

If you have a spellbook, *Learning a Spell* lets you add the spell to your spellbook; if you prepare spells from a list, it's added to your list; if you have a spell repertoire, you can select it when you add or swap spells.

## SKILL CHECK

**Critical Success** You expend half the materials and learn the spell.

**Success** You expend the materials and learn the spell.

**Failure** You fail to learn the spell but can try again after you gain a level. The materials aren't expended.

**Critical Failure** As failure, plus you expend half the materials.

# CLIMB

[MOVE]

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**Requirements** *You have both hands free.*

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*You move up, down, or across an incline. Unless it's particularly easy, you must attempt an Athletics check. The GM determines the DC based on the nature of the incline and environmental circumstances. You're flat-footed unless you have a climb Speed.*

## ATHLETICS CHECK

**Critical Success** *You move up, across, or safely down the incline for 5 feet plus 5 feet per 20 feet of your land Speed.*

**Success** *You move up, across, or safely down the incline for 5 feet per 20 feet of your land Speed (minimum 5 feet if your Speed is below 20 feet).*

**Critical Failure** *You fall. If you began the climb on stable ground, you fall and land prone.*

## SAMPLE TASKS

**Untrained** *ladder, steep slope, low-branched tree*

**Trained** *rigging, rope, typical tree*

**Expert** *wall with small handholds and footholds*

**Master** *ceiling with handholds and footholds, rock wall*

**Legendary** *smooth surface*

# FORCE OPEN ➤

[ATTACK]

*Using your body, a lever, or some other tool, you attempt to forcefully open a door, window, container or heavy gate. With a high enough result, you can even smash through walls. Without a crowbar, prying something open takes a -2 item penalty to the Athletics check to Force Open.*

## ATHLETICS CHECK

**Critical Success** You open the door, window, container, or gate and can avoid damaging it in the process.

**Success** You break the door, window, container, or gate open, and the door, window, container, or gate gains the broken condition. If it's especially sturdy, the GM might have it take damage but not be broken.

**Critical Failure** Your attempt jams the door, window, container, or gate shut, imposing a -2 circumstance penalty on future attempts to Force it Open.

## SAMPLE TASKS

**Untrained** fabric, flimsy glass

**Trained** ice, sturdy glass

**Expert** flimsy wooden door, wooden portcullis

**Master** sturdy wooden door, iron portcullis, metal bar

**Legendary** stone or iron door

# GRAPPLE

[ATTACK]

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**Requirements** *You have at least one free hand. Your target cannot be more than one size larger than you.*

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*You attempt to grab an opponent with your free hand. Attempt an Athletics check against their Fortitude DC. You can also Grapple to keep your hold on a creature you already grabbed.*

## ATHLETICS CHECK

**Critical Success** *Your opponent is restrained until the end of your next turn unless you move or your opponent Escapes.*

**Success** *Your opponent is grabbed until the end of your next turn unless you move or your opponent Escapes.*

**Failure** *You fail to grab your opponent. If you already had the opponent grabbed or restrained using a Grapple, those conditions on that creature end.*

**Critical Failure** *If you already had the opponent grabbed or restrained, it breaks free. Your target can either grab you, as if it succeeded at using the Grapple action against you, or force you to fall and land prone.*

## HIGH JUMP ➡➡

*You Stride at least 10 feet, then make a vertical Leap and attempt a DC 30 Athletics check to increase the height of your jump.*

### ATHLETICS CHECK

**Critical Success** Increase the maximum vertical distance to 8 feet, or increase the maximum vertical distance to 5 feet and maximum horizontal distance to 10 feet.

**Success** Increase the maximum vertical distance to 5 feet.

**Failure** You Leap normally.

**Critical Failure** You don't Leap at all, and instead you fall prone in your space.

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## LONG JUMP ➡➡

*You Stride at least 10 feet, then make a horizontal Leap in the same direction and attempt an Athletics check to increase the length of your jump. The DC of the Athletics check is equal to the total distance in feet you're attempting to move during your Leap. You can't Leap farther than your Speed.*

### ATHLETICS CHECK

**Success** Increase the maximum horizontal distance you Leap to the desired distance.

**Failure** You Leap normally.

**Critical Failure** You Leap normally, but then fall and land prone.



# SHOVE

[ATTACK]

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**Requirements** *You have at least one hand free. The target can't be more than one size larger than you.*

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*You push an opponent away from you. Attempt an Athletics check against your opponent's Fortitude DC.*

## ATHLETICS CHECK

**Critical Success** *You push your opponent up to 10 feet away from you. You can Stride after it, but you must move the same distance and in the same direction.*

**Success** *You push your opponent back 5 feet. You can Stride after it, but you must move the same distance and in the same direction.*

**Critical Failure** *You lose your balance, fall, and land prone.*



# SWIM ➤

[MOVE]

*You propel yourself through water. In most calm water, you succeed at the action without needing to attempt a check. If you must breathe air and you're submerged in water, you must hold your breath each round. If you fail to hold your breath, you begin to drown. If the water you are swimming in is turbulent or otherwise dangerous, you might have to attempt an Athletics check to Swim.*

*If you end your turn in water and haven't succeeded at a Swim action that turn, you sink 10 feet or get moved by the current, as determined by the GM. However, if your last action on your turn was to enter the water, you don't sink or move with the current that turn.*

## ATHLETICS CHECK

**Critical Success** *You move through the water 10 feet, plus 5 feet per 20 feet of your land Speed (a total of 15 feet for most PCs).*

**Success** *You move through the water 5 feet, plus 5 feet per 20 feet of your land Speed (a total of 10 feet for most PCs).*

**Critical Failure** *You make no progress, and if you're holding your breath, you lose 1 round of air.*

# TRIP

[ATTACK]

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**Requirements** *You have at least one hand free. Your target can't be more than one size larger than you.*

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*You try to knock an opponent to the ground. Attempt an Athletics check against the target's Reflex DC.*

## **ATHLETICS CHECK**

**Critical Success** *The target falls and lands prone and takes 1d6 bludgeoning damage.*

**Success** *The target falls and lands prone.*

**Critical Failure** *You lose your balance and fall and land prone.*

# DISARM

[ATTACK] [TRAINED]

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**Requirements** *You have at least one hand free. The target can't be more than one size larger than you.*

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*You try to knock something out of an opponent's grasp. Attempt an Athletics check against the opponent's Reflex DC.*

## ATHLETICS CHECK

**Critical Success** *You knock the item out of the opponent's grasp. It falls to the ground in the opponent's space.*

**Success** *You weaken your opponent's grasp on the item. Until the start of that creature's turn, attempts to Disarm the opponent of that item gain a +2 circumstance bonus, and the target takes a -2 circumstance penalty to attacks with the item or other checks requiring a firm grasp on the item.*

**Critical Failure** *You lose your balance and become flat-footed until the start of your next turn.*

# REPAIR

[EXPLORATION] [MANIPULATE]

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**Requirements** *You have a repair kit.*

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*You spend 10 minutes attempting to fix a damaged item, placing the item on a stable surface and using the repair kit with both hands. The GM sets the DC, but it's usually about the same DC to Repair a given item as it is to Craft it in the first place. You can't Repair a destroyed item.*

## CRAFTING CHECK

**Critical Success** *You restore 10 Hit Points to the item, plus an additional 10 Hit Points per proficiency rank you have in Crafting (a total of 20 HP if you're trained, 30 HP if you're an expert, 40 HP if you're a master, or 50 HP if you're legendary).*

**Success** *You restore 5 Hit Points to the item, plus an additional 5 per proficiency rank you have in Crafting (for a total of 10 HP if you are trained, 15 HP if you're an expert, 20 HP if you're a master, or 25 HP if you're legendary).*

**Critical Failure** *You deal 2d6 damage to the item. Apply the item's Hardness to this damage.*

# CRAFT

[DOWNTIME] [MANIPULATE] [TRAINED]

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**Requirements** *see rulebook.*

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*You can make an item from raw materials. You need the Alchemical Crafting skill feat to create alchemical items, the Magical Crafting skill feat to create magic items, and the Snare Crafting feat to create snares.*

*You must spend 4 days at work, at which point you attempt a Crafting check. The GM determines the DC to Craft the item based on its level, rarity, and other circumstances.*

*See rulebook.*

## CRAFTING CHECK

**Success** *Your attempt is successful.*

**Failure** *You fail to complete the item. You can salvage the raw materials you supplied for their full value. If you want to try again, you must start over.*

**Critical Failure** *You fail to complete the item. You ruin 10% of the raw materials you supplied, but you can salvage the rest. If you want to try again, you must start over.*

# EARN INCOME

[DOWNTIME] [TRAINED]

*You use one of your skills to make money during downtime. After your first day of work, you roll to determine your earnings. You can continue working at the task on subsequent days without needing to roll again.*

*See rulebook.*

## SKILL CHECK

- **Crafting** crafting goods for the market.
- **Lore** using your knowledge to practice a trade.
- **Performance** staging a performance.

**Critical Success** *You do outstanding work. Gain the amount of currency listed for the task level + 1 and your proficiency rank.*

**Success** *You do competent work. Gain the amount of currency listed for the task level and your proficiency rank.*

**Failure** *You do shoddy work and get paid the bare minimum for your time. Gain the amount of currency listed in the failure column for the task level. The GM will likely reduce how long you can continue at the task.*

**Critical Failure** *You earn nothing for your work and are fired immediately. You can't continue at the task. Your reputation suffers, potentially making it difficult for you to find rewarding jobs in that community in the future.*



# IDENTIFY ALCHEMY

[CONCENTRATE] [EXPLORATION] [SECRET]

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**Requirements** *You have alchemist's tools.*

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*You can identify the nature of an alchemical item with 10 minutes of testing using alchemist's tools. If your attempt is interrupted in any way, you must start over.*

## CRAFTING CHECK

**Success** *You identify the item and the means of activating it.*

**Failure** *You fail to identify the item but can try again.*

**Critical Failure** *You misidentify the item as another item of the GM's choice.*

# CREATE A DIVERSION ➤

[MENTAL]

*With a gesture, a trick, or some distracting words, you can create a diversion that draws creatures' attention elsewhere. If you use a gesture or trick, this action gains the manipulate trait. If you use distracting words, it gains the auditory and linguistic traits.*

*Attempt a single Deception check and compare it to the Perception DCs of the creatures whose attention you're trying to divert. Whether or not you succeed, creatures you attempt to divert gain a +4 circumstance bonus to their Perception DCs against your attempts to Create a Diversion for 1 minute.*

## DECEPTION CHECK

**Success** *You become hidden to each creature whose Perception DC is less than or equal to your result. This lasts until the end of your turn or until you do anything except Step or use the Hide or the Sneak action of the Stealth skill.*

**Failure** *You don't divert the attention of any creatures whose Perception DC exceeds your result, and those creatures are aware you were trying to trick them.*

# IMPERSONATE

[CONCENTRATE] [EXPLORATION]  
[MANIPULATE] [SECRET]

*You create a disguise to pass yourself off as someone or something you are not. Assembling a convincing disguise takes 10 minutes and requires a disguise kit, but a simpler, quicker disguise might do the job if you're not trying to imitate a specific individual, at the GM's discretion.*

*In most cases, creatures have a chance to detect your deception only if they use the Seek action to attempt Perception checks against your Deception DC. If you attempt to directly interact with someone while disguised, the GM rolls a secret Deception check for you against that creature's Perception DC instead.*

## DECEPTION CHECK

**Success** *You trick the creature into thinking you're the person you're disguised as. You might have to attempt a new check if your behavior changes.*

**Failure** *The creature can tell you're not who you claim to be.*

**Critical Failure** *The creature can tell you're not who you claim to be, and it recognizes you if it would know you without a disguise.*

# LIE

[AUDITORY] [CONCENTRATE] [LINGUISTIC]  
[MENTAL] [SECRET]

*You try to fool someone with an untruth. Doing so takes at least 1 round, or longer if the lie is elaborate. You roll a single Deception check and compare it against the Perception DC of every creature you are trying to fool. The GM might give them a circumstance bonus based on the situation and the nature of the lie you are trying to tell. Elaborate or highly unbelievable lies are much harder to get a creature to believe than simpler and more believable lies, and some lies are so big that it's impossible to get anyone to believe them.*

*At the GM's discretion, if a creature initially believes your lie, it might attempt a Perception check later to Sense Motive against your Deception DC to realize it's a lie. This usually happens if the creature discovers enough evidence to counter your statements.*

## DECEPTION CHECK

**Success** *The target believes your lie.*

**Failure** *The target doesn't believe your lie and gains a +4 circumstance bonus against your attempts to Lie for the duration of your conversation. The target is also more likely to be suspicious of you in the future.*

# FEINT ➤

[MENTAL] [TRAINED]

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**Requirements** *You are within melee reach of the opponent you attempt to Feint.*

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*With a misleading flourish, you leave an opponent unprepared for your real attack. Attempt a Deception check against that opponent's Perception DC.*

## DECEPTION CHECK

**Critical Success** *You throw your enemy's defenses against you entirely off. The target is flat-footed against melee attacks that you attempt against it until the end of your next turn.*

**Success** *Your foe is fooled, but only momentarily. The target is flat-footed against the next melee attack that you attempt against it before the end of your current turn.*

**Critical Failure** *Your feint backfires. You are flat-footed against melee attacks the target attempts against you until the end of your next turn.*

# GATHER INFORMATION

[EXPLORATION] [SECRET]

*You canvass local markets, taverns, and gathering places in an attempt to learn about a specific individual or topic. The GM determines the DC of the check and the amount of time it takes (typically 2 hours, but sometimes more), along with any benefit you might be able to gain by spending coin on bribes, drinks, or gifts.*

## DIPLOMACY CHECK

**Success** *You collect information about the individual or topic. The GM determines the specifics.*

**Critical Failure** *You collect incorrect information about the individual or topic.*

## SAMPLE TASKS

**Untrained** *talk of the town*

**Trained** *common rumor*

**Expert** *obscure rumor, poorly guarded secret*

**Master** *well-guarded or esoteric information*

**Legendary** *information known only to an incredibly select few, or only to extraordinary beings*



# MAKE AN IMPRESSION

[AUDITORY] [CONCENTRATE] [EXPLORATION]  
[LINGUISTIC] [MENTAL]

*With at least 1 minute of conversation, during which you engage in charismatic overtures, flattery, and other acts of goodwill, you seek to make a good impression on someone to make them temporarily agreeable. At the end of the conversation, attempt a Diplomacy check against the Will DC of one target, modified by any circumstances the GM sees fit. Good impressions (or bad impressions, on a critical failure) last for only the current social interaction unless the GM decides otherwise.*

## DIPLOMACY CHECK

**Critical Success** *The target's attitude toward you improves by two steps.*

**Success** *The target's attitude toward you improves by one step.*

**Critical Failure** *The target's attitude toward you decreases by one step.*

# REQUEST ➤

[AUDITORY] [CONCENTRATE] [LINGUISTIC]  
[MENTAL]

*You can make a request of a creature that's friendly or helpful to you. You must couch the request in terms that the target would accept given their current attitude toward you. The GM sets the DC based on the difficulty of the request. Some requests are unsavory or impossible, and even a helpful NPC would never agree to them.*

## DECEPTION CHECK

**Critical Success** *The target agrees to your request without qualifications.*

**Success** *The target agrees to your request, but they might demand added provisions or alterations to the request.*

**Failure** *The target refuses the request, though they might propose an alternative that is less extreme.*

**Critical Failure** *Not only does the target refuse the request, but their attitude toward you decreases by one step due to the temerity of the request.*

# COERCE

[AUDITORY] [CONCENTRATE] [EMOTION]  
[EXPLORATION] [LINGUISTIC] [MENTAL]

*With threats either veiled or overt, you attempt to bully a creature into doing what you want. You must spend at least 1 minute of conversation with a creature you can see and that can either see or sense you. At the end of the conversation, attempt an Intimidation check against the target's Will DC, modified by any circumstances the GM determines.*

## INTIMIDATION CHECK

**Critical Success** *The target gives you the information you seek or agrees to follow your directives so long as they aren't likely to harm the target. This lasts for at most 1 day, after which the target becomes unfriendly (if they weren't already hostile). However, the target is too scared of you to retaliate—at least in the short term.*

**Success** *As critical success, but once the target becomes unfriendly, they might decide to act against you.*

**Failure** *The target doesn't do what you say, and they become unfriendly (if they weren't already hostile).*

**Critical Failure** *The target refuses to comply, becomes hostile if they weren't already, and can't be Coerced by you for at least 1 week.*

# DEMORALIZE ➤

[AUDITORY] [CONCENTRATE] [EMOTION]  
[MENTAL]

*With a sudden shout, a well-timed taunt, or a cutting put-down, you can shake an enemy's resolve. Choose a creature within 30 feet of you who you're aware of. Attempt an Intimidation check against that target's Will DC. If the target does not understand the language you are speaking, you're not speaking a language, or they can't hear you, you take a -4 circumstance penalty to the check. Regardless of your result, the target is temporarily immune to your attempts to Demoralize it for 10 minutes.*

## INTIMIDATION CHECK

**Critical Success** *The target becomes frightened 2.*

**Success** *The target becomes frightened 1.*

# ADMINISTER FIRST AID ➡➡

[MANIPULATE]

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**Requirements** *You have healer's tools.*

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*You perform first aid on an adjacent creature that is dying or bleeding. If a creature is both dying and bleeding, choose which ailment you're trying to treat before you roll. You can Administer First Aid again to attempt to remedy the other effect.*

- **Stabilize** *Attempt a Medicine check on a creature that has 0 Hit Points and the dying condition.*
- **Stop Bleeding** *Attempt a Medicine check on a creature that is taking persistent bleed damage, giving them a chance to make another flat check to remove the persistent damage.*

## MEDICINE CHECK

**Success** *If you're trying to stabilize, the creature loses the dying condition (but remains unconscious). If you're trying to stop bleeding, the creature attempts a flat check to end the bleeding.*

**Critical Failure** *If you were trying to stabilize, the creature's dying value increases by 1. If you were trying to stop bleeding, it immediately takes an amount of damage equal to its persistent bleed damage.*

# TREAT DISEASE

[DOWNTIME] [MANIPULATE] [TRAINED]

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**Requirements** *You have healer's tools.*

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*You spend at least 8 hours caring for a diseased creature. Attempt a Medicine check against the disease's DC. After you attempt to Treat a Disease for a creature, you can't try again until after that creature's next save against the disease.*

## MEDICINE CHECK

**Critical Success** *You grant the creature a +4 circumstance bonus to its next saving throw against the disease.*

**Success** *You grant the creature a +2 circumstance bonus to its next saving throw against the disease.*

**Critical Failure** *Your efforts cause the creature to take a -2 circumstance penalty to its next save against the disease.*



# TREAT POISON ➤

[MANIPULATE] [TRAINED]

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**Requirements** *You have healer's tools.*

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*You treat a patient to prevent the spread of poison. Attempt a Medicine check against the poison's DC. After you attempt to Treat a Poison for a creature, you can't try again until after the next time that creature attempts a save against the poison.*

## MEDICINE CHECK

**Critical Success** *You grant the creature a +4 circumstance bonus to its next saving throw against the poison.*

**Success** *You grant the creature a +2 circumstance bonus to its next saving throw against the poison.*

**Critical Failure** *Your efforts cause the creature to take a -2 circumstance penalty to its next save against the poison.*

# TREAT WOUNDS

[EXPLORATION] [HEALING] [MANIPULATE]  
[TRAINED]

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**Requirements** *You have healer's tools.*

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*You spend 10 minutes treating one injured living creature (targeting yourself, if you so choose). The target is then temporarily immune to Treat Wounds actions for 1 hour, but this interval overlaps with the time you spent treating.*

*See rulebook.*

## MEDICINE CHECK

- **Untrained/trained** DC 15
- **Expert** DC 20, increase HP regained by 10
- **Master** DC 30, increase HP regained by 30
- **Legendary** DC 40, increase HP regained by 50

**Critical Success** *The target regains 4d8 Hit Points, and its wounded condition is removed.*

**Success** *The target regains 2d8 Hit Points, and its wounded condition is removed.*

**Critical Failure** *The target takes 1d8 damage.*

# COMMAND AN ANIMAL ➤

[AUDITORY] [CONCENTRATE]

*You issue an order to an animal. Attempt a Nature check against the animal's Will DC.*

*You automatically fail if the animal is hostile or unfriendly to you. If the animal is helpful to you, increase your degree of success by one step.*

*Most animals know the Leap, Seek, Stand, Stride, and Strike basic actions. If an animal knows an activity, such as a horse's Gallop, you can Command the Animal to perform the activity, but you must spend as many actions on Command an Animal as the activity's number of actions. You can also spend multiple actions to Command the Animal to perform that number of basic actions on its next turn.*

## NATURE CHECK

**Success** *The animal does as you command on its next turn.*

**Failure** *The animal is hesitant or resistant, and it does nothing.*

**Critical Failure** *The animal misbehaves or misunderstands, and it takes some other action determined by the GM.*

# PERFORM ➤

[CONCENTRATE] [TRAINED]

*When making a brief performance—one song, a quick dance, or a few jokes—you use the Perform action. This action is most useful when you want to prove your capability or impress someone quickly. Performing rarely has an impact on its own, but it might influence the DCs of subsequent Diplomacy checks against the observers—or even change their attitudes—if the GM sees fit.*

## PERFORMANCE CHECK

**Critical Success** *Your performance impresses the observers, and they're likely to share stories of your ability.*

**Success** *You prove yourself, and observers appreciate the quality of your performance.*

**Failure** *Your performance falls flat.*

**Critical Failure** *You demonstrate only incompetence.*

## SAMPLE TASKS

**Untrained** *audience of commoners*

**Trained** *audience of artisans*

**Expert** *audience of merchants or minor nobles*

**Master** *audience of high nobility or minor royalty*

**Legendary** *audience of major royalty or otherworldly beings*

# SUBSIST

[DOWNTIME]

*You try to provide food and shelter for yourself, and possibly others as well. Unlike most downtime activities, you can Subsist after 8 hours or less of exploration, but if you do, you take a -5 penalty.*

## SKILL CHECK

- **Society** in a settlement by finding shelter, scrounging, or begging for food.
- **Survival** in the wild by foraging for food and building shelter.

**Critical Success** *You either provide a subsistence living for yourself and one additional creature, or you improve your own food and shelter, granting yourself a comfortable living.*

**Success** *You find enough food and shelter with basic protection from the elements to provide you a subsistence living.*

**Failure** *You're exposed to the elements and don't get enough food, becoming fatigued until you attain sufficient food and shelter.*

**Critical Failure** *You attract trouble, eat something you shouldn't, or otherwise worsen your situation. You take a -2 circumstance penalty to checks to Subsist for 1 week. You don't find any food at all.*

# CREATE FORGERY

[DOWNTIME] [SECRET] [TRAINED]

*You create a forged document, usually over the course of a day or a week. You must have the proper writing material to create a forgery.*

*If the document's handwriting doesn't need to be specific to a person, you need only to have seen a similar document before. To forge a specific person's handwriting, you need a sample of that person's handwriting.*

## **SOCIETY CHECK (DC 20)**

**Success** *The forgery is of good enough quality that passive observers can't notice the fake. Only those who carefully examine the document and attempt a Perception or Society check against your Society DC can do so.*

**Failure** *The forgery has some obvious signs of being a fake, so the GM compares your result to each passive observer's Perception DC or Society DC, whichever is higher.*



# CONCEAL AN OBJECT ➤

[MANIPULATE] [SECRET]

*You hide a small object on your person (such as a weapon of light Bulk). When you try to sneak a concealed object past someone who might notice it, the GM rolls your Stealth check and compares it to this passive observer's Perception DC. Once the GM rolls your check for a concealed object, that same result is used no matter how many passive observers you try to sneak it past. If a creature is specifically searching you for an item, it can attempt a Perception check against your Stealth DC (finding the object on success).*

*You can also conceal an object somewhere other than your person, such as among undergrowth or in a secret compartment within a piece of furniture. In this case, characters Seeking in an area compare their Perception check results to your Stealth DC to determine whether they find the object.*

## STEALTH CHECK

**Success** *The object remains undetected.*

**Failure** *The searcher finds the object.*

# HIDE ➤

[SECRET]

*You huddle behind cover or greater cover or deeper into concealment to become hidden, rather than observed. The GM rolls your Stealth check in secret and compares the result to the Perception DC of each creature you're observed by but that you have cover or greater cover against or are concealed from. You gain the circumstance bonus from cover or greater cover to your check.*

*If you successfully become hidden to a creature but then cease to have cover or greater cover against it or be concealed from it, you become observed again. You cease being hidden if you do anything except Hide, Sneak, or Step. If you attempt to Strike a creature, the creature remains flat-footed against that attack, and you then become observed. If you do anything else, you become observed just before you act unless the GM determines otherwise.*

*If a creature uses Seek to make you observed by it, you must successfully Hide to become hidden from it again.*

## STEALTH CHECK

**Success** *If the creature could see you, you're now hidden from it instead of observed. If you were hidden from or undetected by the creature, you retain that condition.*

# SNEAK ➡

[MOVE] [SECRET]

*You can attempt to move to another place while becoming or staying undetected. Stride, Burrow, Climb, Fly or Swim up to half your Speed. At the end of your movement, the GM rolls your Stealth check in secret and compares the result to the Perception DC of each creature you were hidden from or undetected by at the start of your movement. You don't get to roll against a creature if, at the end of your movement, you neither are concealed from it nor have cover or greater cover against it. You automatically become observed by such a creature. **See rulebook.***

## STEALTH CHECK

**Success** *You're undetected by the creature during your movement and remain undetected by the creature at the end of it.*

**Failure** *A telltale sound or other sign gives your position away, though you still remain unseen. You're hidden from the creature throughout your movement and remain so.*

**Critical Failure** *You're spotted! You're observed by the creature throughout your movement and remain so. If you're invisible and were hidden from the creature, instead of being observed you're hidden throughout your movement and remain so.*

# SENSE DIRECTION

[EXPLORATION] [SECRET]

*Using the stars, the position of the sun, traits of the geography or flora, or the behavior of fauna, you can stay oriented in the wild. Typically, you attempt a Survival check only once per day, but some environments or changes might necessitate rolling more often. The GM determines the DC and how long this activity takes (usually just a minute or so). More unusual locales or those you're unfamiliar with might require you to have a minimum proficiency rank to Sense Direction. Without a compass, you take a -2 item penalty to checks to Sense Direction.*

## **SURVIVAL CHECK**

**Critical Success** *You get an excellent sense of where you are. If you are in an environment with cardinal directions, you know them exactly.*

**Success** *You gain enough orientation to avoid becoming hopelessly lost. If you are in an environment with cardinal directions, you have a sense of those directions.*

# COVER TRACKS

[CONCENTRATE] [EXPLORATION] [MOVE]  
[TRAINED]

*You cover your tracks, moving up to half your travel speed. You don't need to attempt a Survival check to cover your tracks, but anyone tracking you must succeed at a Survival check against your Survival DC if it is higher than the normal DC to Track.*

*In some cases, you might Cover Tracks in an encounter. In this case, Cover Tracks is a single action and doesn't have the exploration trait.*



# TRACK

[CONCENTRATE] [EXPLORATION] [MOVE]  
[TRAINED]

*You follow tracks, moving at up to half your travel speed. After a successful check to Track, you can continue following the tracks at half your Speed without attempting additional checks for up to 1 hour. In some cases, you might Track in an encounter. In this case, Track is a single action and doesn't have the exploration trait, but you might need to roll more often because you're in a tense situation. The GM determines how often you must attempt this check.*

*You attempt your Survival check when you start Tracking, once every hour you continue tracking, and any time something significant changes in the trail. The GM determines the DCs for such checks, depending on the freshness of the trail, the weather, and the type of ground.*

## SURVIVAL CHECK

**Success** *You find the trail or continue to follow the one you're already following.*

**Failure** *You lose the trail but can try again after a 1-hour delay.*

**Critical Failure** *You lose the trail and can't try again for 24 hours.*



# PALM AN OBJECT ➤

[MANIPULATE]

*Palming a small, unattended object without being noticed requires you to roll a single Thievery check against the Perception DCs of all creatures who are currently observing you. You take the object whether or not you successfully conceal that you did so. You can typically only Palm Objects of negligible Bulk, though the GM might determine otherwise depending on the situation.*

## THIEVERY CHECK

**Success** *The creature does not notice you Palming the Object.*

**Failure** *The creature notices you Palming the Object, and the GM determines the creature's response.*

# STEAL

[MANIPULATE]

*You try to take a small object from another creature without being noticed. Typically, you can Steal only an object of negligible Bulk, and you automatically fail if the creature who has the object is in combat or on guard.*

*The DC to Steal is usually the Perception DC of the creature wearing the object. This assumes the object is worn but not closely guarded. If the object is in a pocket or similarly protected, you take a –5 penalty to your Thievery check. The GM might increase the DC of your check if the nature of the object makes it harder to steal.*

*You might also need to compare your Thievery check result against the Perception DCs of observers other than the person wearing the object.*

## THIEVERY CHECK

**Success** *You steal the item without the bearer noticing, or an observer doesn't see you take or attempt to take the item.*

**Failure** *The item's bearer notices your attempt before you can take the object, or an observer sees you take or attempt to take the item. The GM determines the response of any creature that notices your theft.*

# DISABLE A DEVICE ➤➤

[MANIPULATE] [TRAINED]

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**Requirements** *Some devices require you to use thieves' tools when disabling them.*

---

*This action allows you to disarm a trap or another complex device. Often, a device requires numerous successes before becoming disabled, depending on its construction and complexity. 'Thieves' tools are helpful and sometimes even required to Disable a Device, as determined by the GM, and sometimes a device requires a higher proficiency rank in Thievery to disable it.*

## THIEVERY CHECK

**Critical Success** *You disable the device, or you achieve two successes toward disabling a complex device. You leave no trace of your tampering, and you can rearm the device later, if that type of device can be rearmed.*

**Success** *You disable the device, or you achieve one success toward disabling a complex device.*

**Critical Failure** *You trigger the device.*

# PICK A LOCK ➡➡

[MANIPULATE] [TRAINED]

---

**Requirements** *You have thieves' tools.*

---

*Opening a lock without a key is very similar to Disabling a Device, but the DC of the check is determined by the complexity and construction of the lock you are attempting to pick (locks and their DCs are found in their description). Locks of higher qualities might require multiple successes to unlock, since otherwise even an unskilled burglar could easily crack the lock by attempting the check until they rolled a natural 20. If you lack the proper tools, the GM might let you use improvised picks, which are treated as shoddy tools, depending on the specifics of the lock.*

## THIEVERY CHECK

**Critical Success** *You unlock the lock, or you achieve two successes toward opening a complex lock. You leave no trace of your tampering.*

**Success** *You open the lock, or you achieve one success toward opening a complex lock.*

**Critical Failure** *You break your tools. Fixing them requires using Crafting to Repair them or else swapping in replacement picks (costing 3 sp, or 3 gp for infiltrator thieves' tools).*

## AID

---

**Trigger** *An ally is about to use an action that requires a skill check or attack roll.*

**Requirements** *The ally is willing to accept your aid, and you have prepared to help (see below).*

---

*You try to help your ally with a task. To use this reaction, you must first prepare to help, usually by using an action during your turn. You must explain to the GM exactly how you're trying to help, and they determine whether you can Aid your ally.*

*When you use your Aid reaction, attempt a skill check or attack roll of a type decided by the GM. The typical DC is 20, but the GM might adjust it, add any relevant traits, or even allow you to Aid checks other than skill checks and attack rolls.*

### SKILL CHECK / ATTACK ROLL

**Critical Success** *You grant your ally a +2 circumstance bonus to the triggering check. If you're a master with the check you attempted, the bonus is +3, and if you're legendary, it's +4.*

**Success** *You grant your ally a +1 circumstance bonus to the triggering check.*

**Critical Failure** *Your ally takes a -1 circumstance penalty to the triggering check.*



# DELAY

---

**Trigger** *Your turn begins.*

---

*You wait for the right moment to act. The rest of your turn doesn't happen yet. Instead, you're removed from the initiative order. You can return to the initiative order as a free action triggered by the end of any other creature's turn. This permanently changes your initiative to the new position. You can't use reactions until you return to the initiative order. If you Delay an entire round without returning to the initiative order, the actions from the Delayed turn are lost, your initiative doesn't change, and your next turn occurs at your original position in the initiative order.*

*When you Delay, any persistent damage or other negative effects that normally occur at the start or end of your turn occur immediately when you use the Delay action. Any beneficial effects that would end at any point during your turn also end. Essentially, you can't Delay to avoid negative consequences that would happen on your turn or to extend beneficial effects that would end on your turn.*



## STRIDE ➤

[MOVE]

*You move up to your Speed.*

---

## DROP PRONE ➤

[MOVE]

*You fall prone.*

---

## CRAWL ➤

[MOVE]

---

**Requirements** *You are prone and your Speed is at least 10 feet.*

---

*You move 5 feet by crawling and continue to stay prone.*

---

## STAND ➤

[MOVE]

*You stand up from prone.*

# ESCAPE ➤

[ATTACK]

*You attempt to escape from being grabbed, immobilized, or restrained. Choose one creature, object, spell effect, hazard, or other impediment imposing any of those conditions on you. Attempt a check using your unarmed attack modifier against the DC of the effect. This is typically the Athletics DC of a creature grabbing you, the Thievery DC of a creature who tied you up, the spell DC for a spell effect, or the listed Escape DC of an object, hazard, or other impediment. You can attempt an Acrobatics or Athletics check instead of using your attack modifier if you choose (but this action still has the attack trait).*

## SKILL CHECK

**Critical Success** *You get free and remove the grabbed, immobilized, and restrained conditions imposed by your chosen target. You can then Stride up to 5 feet.*

**Success** *You get free and remove the grabbed, immobilized, and restrained conditions imposed by your chosen target.*

**Critical Failure** *You don't get free, and you can't attempt to Escape again until your next turn.*

# INTERACT

[MANIPULATE]

*You use your hand or hands to manipulate an object or the terrain. You can grab an unattended or stored object, open a door, or produce some similar effect. You might have to attempt a skill check to determine if your Interact action was successful.*

# INVEST AN ITEM

*You invest your energy in an item with the invested trait as you don it. This process requires 1 or more Interact actions, usually taking the same amount of time it takes to don the item. Once you've Invested the Item, you benefit from its constant magical abilities as long as you meet its other requirements (for most invested items, the only other requirement is that you must be wearing the item). This investiture lasts until you remove the item.*

*You can invest no more than 10 items per day. If you remove an invested item, it loses its investiture. The item still counts against your daily limit after it loses its investiture. You reset the limit during your daily preparations, at which point you Invest your Items anew. If you're still wearing items you had invested the previous day, you can typically keep them invested on the new day, but they still count against your limit.*

# LEAP ➤

[MOVE]

*You take a careful, short jump. You can Leap up to 10 feet horizontally if your Speed is at least 15 feet, or up to 15 feet horizontally if your Speed is at least 30 feet. You land in the space where your Leap ends (meaning you can typically clear a 5-foot gap, or a 10-foot gap if your Speed is 30 feet or more).*

*If you Leap vertically, you can move up to 3 feet vertically and 5 feet horizontally onto an elevated surface.*

*Jumping a greater distance requires using the Athletics skill.*

# READY

[CONCENTRATE]

*You prepare to use an action that will occur outside your turn. Choose a single action or free action you can use, and designate a trigger. Your turn then ends. If the trigger you designated occurs before the start of your next turn, you can use the chosen action as a reaction (provided you still meet the requirements to use it). You can't Ready a free action that already has a trigger.*

*If you have a multiple attack penalty and your readied action is an attack action, your readied attack takes the multiple attack penalty you had at the time you used Ready. This is one of the few times the multiple attack penalty applies when it's not your turn.*



# RELEASE

[MANIPULATE]

*You release something you're holding in your hand or hands. This might mean dropping an item, removing one hand from your weapon while continuing to hold it in another hand, releasing a rope suspending a chandelier, or performing a similar action. Unlike most manipulate actions, Release does not trigger reactions that can be triggered by actions with the manipulate trait (such as Attack of Opportunity).*

*If you want to prepare to Release something outside of your turn, use the Ready activity.*

# SEEK ➤

[CONCENTRATE] [SECRET]

*You scan an area for signs of creatures or objects.*

*If you're looking for creatures, choose an area you're scanning. A creature you detect might remain hidden, rather than becoming observed, if you're using an imprecise sense or if an effect (such as invisibility) prevents the subject from being observed.*

*If you're searching for objects (including secret doors and hazards), you search up to a 10-foot square adjacent to you.*

*The GM might determine you need to Seek as an activity, taking more actions or even minutes or hours if you're searching a particularly cluttered area.*

## PERCEPTION CHECK

**Critical Success** *If you were searching for creatures, any undetected or hidden creature you critically succeeded against becomes observed by you. If you were searching for an object, you learn its location.*

**Success** *If you were searching for creatures, any undetected creature you succeeded against becomes hidden from you instead of undetected, and any hidden creature you succeeded against becomes observed by you. If you were searching for an object, you learn its location or get a clue to its whereabouts, as determined by the GM.*

# SENSE MOTIVE ➤

[CONCENTRATE] [SECRET]

*You try to tell whether a creature's behavior is abnormal. Choose one creature, and assess it for odd body language, signs of nervousness, and other indicators that it might be trying to deceive someone. The GM attempts a single secret Perception check for you and compares the result to the Deception DC of the creature, the DC of a spell affecting the creature's mental state, or another appropriate DC determined by the GM. You typically can't try to Sense the Motive of the same creature again until the situation changes significantly.*

## PERCEPTION CHECK

**Critical Success** *You determine the creature's true intentions and get a solid idea of any mental magic affecting it.*

**Success** *You can tell whether the creature is behaving normally, but you don't know its exact intentions or what magic might be affecting it.*

**Failure** *You detect what a deceptive creature wants you to believe. If they're not being deceptive, you believe they're behaving normally.*

**Critical Failure** *You get a false sense of the creature's intentions.*

# STEP

[MOVE]

---

**Requirements** *Your Speed is at least 10 feet.*

---

*You carefully move 5 feet. Unlike most types of movement, Stepping doesn't trigger reactions, such as Attacks of Opportunity, that can be triggered by move actions or upon leaving or entering a square.*

*You can't Step into difficult terrain, and you can't Step using a Speed other than your land Speed.*

# STRIKE

[ATTACK]

*You attack with a weapon you're wielding or with an unarmed attack, targeting one creature within your reach (for a melee attack) or within range (for a ranged attack).*

## ATTACK ROLL

**Critical Success** *As success, but you deal double damage.*

**Success** *You deal damage according to the weapon or unarmed attack, including any modifiers, bonuses, and penalties you have to damage.*

## TAKE COVER ➤

---

**Requirements** *You are benefiting from cover, are near a feature that allows you to take cover, or are prone.*

---

*You press yourself against a wall or duck behind an obstacle to take better advantage of cover. If you would have standard cover, you instead gain greater cover, which provides a +4 circumstance bonus to AC; to Reflex saves against area effects; and to Stealth checks to Hide, Sneak, or otherwise avoid detection. Otherwise, you gain the benefits of standard cover (a +2 circumstance bonus instead). This lasts until you move from your current space, use an attack action, become unconscious, or end this effect as a free action.*



# ARREST A FALL

---

**Trigger** *You fall.*

**Requirements** *You have a fly Speed.*

---

*You attempt an Acrobatics check to slow your fall. The DC is typically 15, but it might be higher due to air turbulence or other circumstances.*

## **ACROBATICS CHECK**

**Success** *You fall gently, taking no damage from the fall.*

## AVERT GAZE

*You avert your gaze from danger. You gain a +2 circumstance bonus to saves against visual abilities that require you to look at a creature or object, such as a medusa's petrifying gaze. Your gaze remains averted until the start of your next turn.*

# BURROW ➡

[MOVE]

---

**Requirements** *You have a burrow Speed.*

---

*You dig your way through dirt, sand, or a similar loose material at a rate up to your burrow Speed. You can't burrow through rock or other substances denser than dirt unless you have an ability that allows you to do so.*

---

# FLY ➡

[MOVE]

---

**Requirements** *You have a fly Speed.*

---

*You move through the air up to your fly Speed. Moving upward (straight up or diagonally) uses the rules for moving through difficult terrain. You can move straight down 10 feet for every 5 feet of movement you spend. If you Fly to the ground, you don't take falling damage. You can use an action to Fly 0 feet to hover in place. If you're airborne at the end of your turn and didn't use a Fly action this round, you fall.*

# DISMISS

[CONCENTRATE]

*You end one spell effect or magic item effect. This must be an effect you are allowed to dismiss, as defined by the spell or item. Dismissal might end the effect entirely or might end it just for a certain target or targets, depending on the spell or item.*

# GRAB AN EDGE

---

**Trigger** *You fall from or past an edge or handhold.*

**Requirements** *Your hands are not restrained*

---

*When you fall off or past an edge or other handhold, you can try to grab it, potentially stopping your fall. You must succeed at a Reflex save, usually at the Climb DC.*

## REFLEX SAVE

**Critical Success** *You grab the edge or handhold, whether or not you have a hand free, typically by using a suitable held item to catch yourself (catching a battle axe on a ledge, for example). You still take damage from the distance fallen so far, but you treat the fall as though it were 30 feet shorter.*

**Success** *If you have at least one hand free, you grab the edge or handhold, stopping your fall. You still take damage from the distance fallen so far, but you treat the fall as though it were 20 feet shorter. If you have no hands free, you continue to fall as if you had failed the check.*

**Critical Failure** *You continue to fall, and if you've fallen 20 feet or more before you use this reaction, you take 10 bludgeoning damage from the impact for every 20 feet fallen.*

# MOUNT

[MOVE]

---

**Requirements** *You are adjacent to a creature that is at least one size larger than you and is willing to be your mount.*

---

*You move onto the creature and ride it. If you're already mounted, you can instead use this action to dismount, moving off the mount into a space adjacent to it.*



## POINT OUT ➤

[AUDITORY] [MANIPULATE] [VISUAL]

---

**Requirements** *A creature is undetected by one or more of your allies but isn't undetected by you.*

---

*You indicate a creature that you can see to one or more allies, gesturing in a direction and describing the distance verbally. That creature is hidden to your allies, rather than undetected. This works only for allies who can see you and are in a position where they could potentially detect the target. If your allies can't hear or understand you, they must succeed at a Perception check against the creature's Stealth DC or they misunderstand and believe the target is in a different location.*

# RAISE A SHIELD

---

**Requirements** *You are wielding a shield.*

---

*You position your shield to protect yourself. When you have Raised a Shield, you gain its listed circumstance bonus to AC. Your shield remains raised until the start of your next turn.*

---

## DEFEND

[EXPLORATION]

*You move at half your travel speed with your shield raised. If combat breaks out, you gain the benefits of Raising a Shield before your first turn begins.*

# SUSTAIN A SPELL ➤

[CONCENTRATE]

---

**Requirements** *You have at least one spell active with a sustained duration, and you are not fatigued.*

---

*Choose one spell with a sustained duration you have in effect. The duration of that spell continues until the end of your next turn. Sustaining a Spell for more than 10 minutes (100 rounds) ends the spell and makes you fatigued unless the spell lists a different maximum duration.*

*If your Sustain a Spell action is disrupted, the spell immediately ends.*

---

# SUSTAIN AN ACTIVATION ➤

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**Requirements** *You have at least one magic item activation that you can sustain and you are not fatigued*

---

*Same as Sustain a Spell, but for a magic item activation with a sustained duration.*

# LONG-TERM REST

[DOWNTIME]

*You can spend an entire day and night resting during downtime to recover Hit Points equal to your Constitution modifier (minimum 1) multiplied by twice your level.*

# RETRAINING

[DOWNTIME]

*Retraining offers a way to alter some of your character choices. You can retrain feats, skills, and some selectable class features. You can't retrain your ancestry, heritage, background, class, or ability scores. You can't perform other downtime activities while retraining.*

*Retraining usually requires you to spend time learning from a teacher, whether that entails physical training, studying at a library, or falling into shared magical trances.*

*Some abilities can be difficult or impossible to retrain (for instance, a sorcerer can retrain their bloodline only in extraordinary circumstances).*

*When retraining, you generally can't make choices you couldn't make when you selected the original option.*

*See rulebook.*

# AFFIX A TALISMAN

[EXPLORATION] [MANIPULATE]

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**Requirements** *You must use a repair kit.*

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*You spend 10 minutes affixing a talisman to an item, placing the item on a stable surface and using the repair kit with both hands. You can also use this activity to remove a talisman. If more than one talisman is affixed to an item, the talismans are suppressed; none of them can be activated.*



# AVOID NOTICE

[EXPLORATION]

*You attempt a Stealth check to avoid notice while traveling at half speed. If you have the Swift Sneak feat, you can move at full Speed rather than half, but you still can't use another exploration activity while you do so. If you have the Legendary Sneak feat, you can move at full Speed and use a second exploration activity. If you're Avoiding Notice at the start of an encounter, you usually roll a Stealth check instead of a Perception check both to determine your initiative and to see if the enemies notice you (based on their Perception DCs, as normal for Sneak, regardless of their initiative check results).*

# DETECT MAGIC

[CONCENTRATE] [EXPLORATION]

*You cast detect magic at regular intervals. You move at half your travel speed or slower. You have no chance of accidentally overlooking a magic aura at a travel speed up to 300 feet per minute, but must be traveling no more than 150 feet per minute to detect magic auras before the party moves into them.*

# **FOLLOW THE EXPERT**

[AUDITORY] [CONCENTRATE] [EXPLORATION]  
[VISUAL]

*Choose an ally attempting a recurring skill check while exploring, such as climbing, or performing a different exploration tactic that requires a skill check (like Avoiding Notice). The ally must be at least an expert in that skill and must be willing to provide assistance.*

*While Following the Expert, you match their tactic or attempt similar skill checks. Thanks to your ally's assistance, you can add your level as a proficiency bonus to the associated skill check, even if you're untrained.*

*Additionally, you gain a circumstance bonus to your skill check based on your ally's proficiency (+2 for expert, +3 for master, and +4 for legendary).*

# HUSTLE

[EXPLORATION] [MOVE]

*You strain yourself to move at double your travel speed. You can Hustle only for a number of minutes equal to your Constitution modifier  $\times$  10 (minimum 10 minutes). If you are in a group that is Hustling, use the lowest Constitution modifier among everyone to determine how fast the group can Hustle together.*

# IMPERSONATE

[CONCENTRATE] [EXPLORATION]  
[MANIPULATE] [SECRET]

*You create a disguise to pass yourself off as someone or something you are not. Assembling a convincing disguise takes 10 minutes and requires a disguise kit, but a simpler, quicker disguise might do the job if you're not trying to imitate a specific individual.*

*In most cases, creatures have a chance to detect your deception only if they use the Seek action to attempt Perception checks against your Deception DC. If you attempt to directly interact with someone while disguised, the GM rolls a secret Deception check for you against that creature's Perception DC instead. **See rulebook.***

## DECEPTION CHECK

**Success** *You trick the creature into thinking you're the person you're disguised as. You might have to attempt a new check if your behavior changes.*

**Failure** *The creature can tell you're not who you claim to be.*

**Critical Failure** *The creature can tell you're not who you claim to be, and it recognizes you if it would know you without a disguise.*

# REFOCUS

[CONCENTRATE] [EXPLORATION]

---

**Requirements** *You have a focus pool, and you have spent at least 1 Focus Point since you last regained any Focus Points.*

---

*You spend 10 minutes performing deeds to restore your magical connection. This restores 1 Focus Point to your focus pool. The deeds you need to perform are specified in the class or ability that gives you your focus spells. These deeds can usually overlap with other tasks that relate to the source of your focus spells. For instance, a cleric with focus spells from a good deity can usually Refocus while tending the wounds of their allies, and a wizard of the illusionist school might be able to Refocus while attempting to Identify Magic of the illusion school.*



# REPEAT A SPELL

[CONCENTRATE] [EXPLORATION]

*You repeatedly cast the same spell while moving at half speed. Typically, this spell is a cantrip that you want to have in effect in the event a combat breaks out, and it must be one you can cast in 2 actions or fewer. In order to prevent fatigue due to repeated casting, you'll likely use this activity only when something out of the ordinary occurs.*

*You can instead use this activity to continue Sustaining a Spell or Activation with a sustained duration. Most such spells or item effects can be sustained for 10 minutes, though some specify they can be sustained for a different duration.*

# SEARCH

[CONCENTRATE] [EXPLORATION]

*You Seek meticulously for hidden doors, concealed hazards, and so on. You can usually make an educated guess as to which locations are best to check and move at half speed, but if you want to be thorough and guarantee you checked everything, you need to travel at a Speed of no more than 300 feet per minute, or 150 feet per minute to ensure you check everything before you walk into it. You can always move more slowly while Searching to cover the area more thoroughly, and the Expeditious Search feat increases these maximum Speeds. If you come across a secret door, item, or hazard while Searching, the GM will attempt a free secret check to Seek to see if you notice the hidden object or hazard. In locations with many objects to search, you have to stop and spend significantly longer to search thoroughly.*

# CAST A SPELL

*You cast a spell you have prepared or in your repertoire. Casting a Spell is a special activity that takes a variable number of actions depending on the spell.*

***Long Casting Times*** Some spells take minutes or hours to cast. You can't use other actions or reactions while casting such a spell. These spells have the exploration trait, and you can't cast them in an encounter. If combat breaks out while you're casting one, your spell is disrupted.

***Spell Components*** Each spell lists the spell components required to cast it, which add traits and requirements to the Cast a Spell activity:

- ***Material*** manipulate
- ***Somatic*** manipulate
- ***Verbal*** concentrate
- ***Focus*** manipulate

***Disrupted and Lost Spells*** Some abilities and spells can disrupt a spell, causing it to have no effect and be lost. When you lose a spell, you've already expended the spell slot, spent the spell's costs and actions, and used the Cast a Spell activity. If a spell is disrupted during a Sustain a Spell action, the spell immediately ends. ***See rulebook.***

# BASIC ACTIONS

- |                |                 |
|----------------|-----------------|
| Aid ↻          | Release ◆       |
| Crawl ◆◆       | Seek ◆          |
| Delay ◆        | Sense Motive ◆◆ |
| Drop Prone ◆◆  | Stand ◆         |
| Escape ◆       | Step ◆          |
| Interact ◆     | Stride ◆        |
| Invest an Item | Strike ◆        |
| Leap ◆         | Take Cover ◆    |
| Ready ◆◆       |                 |

## SPECIALTY ACTIONS

- |                  |                          |
|------------------|--------------------------|
| Activate an Item | Grab an Edge ↻           |
| Arrest a Fall ↻  | Mount ◆                  |
| Avert Gaze ◆     | Point Out ◆              |
| Burrow ◆         | Raise a Shield ◆         |
| Cast a Spell     | Sustain a Spell ◆        |
| Dismiss ◆        | Sustain an Activation ◆◆ |
| Fly ◆            |                          |

# EXPLORATION ACTIONS

Affix a Talisman	Investigate
Avoid Notice	Learn a Spell
Borrow an Arcane Spell	Make an Impression
Call Companion	Pursue a Lead
Coerce	Rally
Cover Tracks	Refocus
Decipher Writing	Repair
Defend	Repeat a Spell
Detect Magic	Scout
Follow the Expert	Search
Gather Information	Sense Direction
Hustle	Squeeze
Identify Alchemy	Take a Breather
Identify Magic	Track
Impersonate	Treat Wounds

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# DOWNTIME ACTIVITIES

Bribe Contact	Long-Term Rest
Craft	Retraining
Create Forgery	Scout Location
Earn Income	Secure Disguises
Forge Documents	Subsist
Gain Contact	Treat Disease
Gossip	

# ACROBATICS [DEX]

*Acrobatics measures your ability to perform tasks requiring coordination and grace.*

## UNTRAINED ACTIONS

Balance ♦♦

Tumble Through ♦♦

## TRAINED ACTIONS

Maneuver in Flight ♦♦

Squeeze



# ARCANA [INT]

*Arcana measures how much you know about arcane magic and creatures.*

*You can Recall Knowledge about arcane theories; magic traditions; creatures of arcane significance (like dragons and beasts); and the Elemental, Astral, and Shadow Planes.*

## UNTRAINED ACTIONS

Recall knowledge ◆

## TRAINED ACTIONS

Borrow an Arcane Spell  
Decipher Writing

Identify Magic  
Learn a Spell

# ATHLETICS [STR]

*Athletics allows you to perform deeds of physical prowess.*

## UNTRAINED ACTIONS

Climb ♦  
Force Open ♦  
Grapple ♦  
High Jump ♦♦

Long Jump ♦♦  
Shove ♦  
Swim ♦  
Trip ♦

## TRAINED ACTIONS

Disarm ♦

# CRAFTING [INT]

*You can use this skill to create, understand, and repair items.*

*You can Recall Knowledge about alchemical reactions, the value of items, engineering, unusual materials, and alchemical or mechanical creatures. The GM determines which creatures this applies to, but it usually includes constructs.*

## UNTRAINED ACTIONS

Recall knowledge ◆

Repair

## TRAINED ACTIONS

Craft

Identify Alchemy

Earn Income

# DECEPTION [CHA]

*You can trick and mislead others using disguises, lies, and other forms of subterfuge.*

## UNTRAINED ACTIONS

Create a Diversion ♦♦

Impersonate

Lie

## TRAINED ACTIONS

Feint ♦♦

# DIPLOMACY [CHA]

*You influence others through negotiation and flattery.*

## UNTRAINED ACTIONS

Gather Information

Request ♦♦

Make an Impression

# INTIMIDATION [CHA]

*You bend others to your will using threats.*

## UNTRAINED ACTIONS

Coerce

Demoralize ◆



# LORE [INT]

*You have specialized information on a narrow topic. Lore features many subcategories. You might have Military Lore, Sailing Lore, Vampire Lore, or any similar subcategory of the skill. Each subcategory counts as its own skill.*

## UNTRAINED ACTIONS

Recall Knowledge ➡

## TRAINED ACTIONS

Earn Income

# MEDICINE [WIS]

*You can patch up wounds and help people recover from diseases and poisons.*

*You can Recall Knowledge about diseases, injuries, poisons, and other ailments. You can use this to perform forensic examinations if you spend 10 minutes (or more, as determined by the GM) checking for evidence such as wound patterns.*

## UNTRAINED

Recall knowledge ◆

Administer First Aid ◆◆

## TRAINED

Treat Disease  
Treat Poison ◆

Treat Wounds

# NATURE [WIS]

*You know a great deal about the natural world, and you command and train animals and magical beasts.*

*You can Recall Knowledge about fauna, flora, geography, weather, the environment, creatures of natural origin (like animals, beasts, fey, and plants), the First World, the Material Plane, and the Elemental Planes.*

## UNTRAINED

Command an Animal ♦♦

Recall knowledge ♦♦

## TRAINED

Identify Magic

Learn a Spell

# OCCULTISM [INT]

*You know a great deal about ancient philosophies, esoteric lore, obscure mysticism, and supernatural creatures.*

*You can Recall Knowledge about ancient mysteries; obscure philosophies; creatures of occult significance (like aberrations, spirits, and oozes); and the Positive Energy, Negative Energy, Shadow, Astral, and Ethereal Planes.*

## UNTRAINED

Recall knowledge ➤

## TRAINED

Decipher Writing  
Identify Magic

Learn a Spell

# PERFORMANCE [CHA]

*You are skilled at a form of performance, using your talents to impress a crowd or make a living.*

## UNTRAINED

Perform ➤

## TRAINED

Earn Income

# RELIGION [WIS]

*The secrets of deities, dogma, faith, and the realms of divine creatures both sublime and sinister are open to you. You also understand how magic works, though your training imparts a religious slant to that knowledge.*

*You can Recall Knowledge about divine agents, the finer points of theology, obscure myths regarding a faith, and creatures of religious significance (like celestials, fiends, and undead), the Outer Sphere, and the Positive and Negative Energy Planes.*

## UNTRAINED

Recall knowledge ➤

## TRAINED

Decipher Writing  
Identify Magic

Learn a Spell



# SOCIETY [INT]

*You understand the people and systems that make civilization run, and you know the historical events that make societies what they are today. Further, you can use that knowledge to navigate the complex physical, societal, and economic workings of settlements.*

*You can Recall Knowledge about local history, important personalities, legal institutions, societal structure, and humanoid cultures. The GM might allow Society to apply to other creatures that are major elements of society in your region, such as the draconic nobility in a kingdom of humans ruled by dragons.*

## UNTRAINED

Recall knowledge ◆

Subsist

## TRAINED

Decipher Writing

# STEALTH [DEX]

*You are skilled at avoiding detection, allowing you to slip past foes, hide, or conceal an item.*

## UNTRAINED

Conceal an Object ◆

Sneak ◆

Hide ◆

# SURVIVAL [WIS]

*You are adept at living in the wilderness, foraging for food and building shelter, and with training you discover the secrets of tracking and hiding your trail.*

## UNTRAINED

Sense Direction

## TRAINED

Cover Tracks

Track

# THIEVERY [DEX]

*You are trained in a particular set of skills favored by thieves and miscreants*

## UNTRAINED

Palm an Object ◆

Steal ◆

## TRAINED

Disable a Device ◆◆

Pick a Lock ◆◆