

## Cheat Sheet: Actions and Activities in Pathfinder Second Edition

Legend	❖	One action	❖❖	Two actions	❖❖❖	Three actions
	❖	Free action	↺	Reaction	p. XX	Core Rulebook
	Foo <sup>C</sup>	Concentrate	Foo <sup>T</sup>	Trained only	Foo <sup>S</sup>	Secret check

### BASIC ACTIONS (COMMON)

Stride (move) ❖	Move up to your Speed. [p. 471]
Strike (attack) ❖	Attack with a weapon or unarmed attack. [p. 471]
Cast a Spell ❖❖ (typically)	Cast a spell you have prepared or in your repertoire. [p. 302]
Step (move) ❖	Move 5 feet without triggering reactions. [p. 471]
Raise a Shield ❖	Put up a shield to get its bonus to AC. [p. 472]

### BASIC ACTIONS (UNCOMMON)

Activate an Item ❖ (or more)	Call forth the effect of an item by properly activating it. [p. 532]
Aid ❖ + ↺	DC 20 check to give a +1 circumstance bonus to assisted skill check or attack roll (crit success: +2, +3 if master, +4 if legendary). [p. 470]
Delay ❖	Select this when your turn begins; take your turn later. [p. 470]
Dismiss <sup>C</sup> ❖	End one spell effect or magic item effect. [p. 305]
Interact (manipulate) ❖	Grab an object, open a door, draw an item, or do a similar action. [p. 470]
Mount (move) ❖	Get on an allied animal bigger than you to ride it. [p. 472]
Ready <sup>C</sup> ❖❖	Prepare to take a single/free action as a reaction with a given trigger. [p. 470]
Release (manipulate) ❖	Release something you're holding without triggering reactions. [p. 470]
Sustain a Spell/Activation <sup>C</sup> ❖	Extend a spell or item effect until the end of your next turn. [p. 304/534]
Take Cover ❖	Gain cover (or get greater cover if you have cover). [p. 471]

### BASIC ACTIONS (SITUATIONAL)

Avert Gaze ❖	Get a +2 circumstance bonus against visual abilities. [p. 472]
Crawl (move) ❖	Move 5 feet while prone. [p. 470]
Drop Prone (move) ❖	Fall prone. [p. 470]
Escape (attack) ❖	Attempt to get free when grabbed, restrained, or immobilized. Use unarmed attack modifier, Acrobatics, or Athletics. [p. 470]
Grab an Edge (manipulate) ↺	Try to catch something to stop a fall. [p. 472]
Leap (move) ❖	Jump horizontally 10 feet (15 feet if your Speed is 30 feet or more), or vertically 3 feet and horizontally 5 feet. [p. 470]
Point Out (manipulate) ❖	Reveal unobserved creature. [p. 472]
Seek <sup>C,S</sup> ❖	Scan an area for signs of creatures/objects using Perception. [p. 471]
Sense Motive <sup>C,S</sup> ❖	See if a creature is lying. [p. 471]
Stand (move) ❖	You stand up from prone. [p. 471]

## SKILL ACTIONS

Acrobatics	Balance (move) ♦♦	Move across narrow surface or uneven ground. [p. 240]
	Tumble Through (move) ♦♦	Move through the space of one enemy. [p. 240]
	Maneuver in Flight <sup>T</sup> (move) ♦♦	Perform a difficult maneuver while flying. [p. 240]
Arcana	Recall Knowledge <sup>C,S</sup> ♦♦	Remember a bit of knowledge. [p. 239]
Athletics	Climb (move) ♦♦	Move up, down, or across an incline. [p. 241]
	Force Open (attack) ♦♦	Forcefully open a door, window, or container. [p. 242]
	Grapple (attack) ♦♦	Grab an opponent with your free hand. [p. 242]
	High Jump (move) ♦♦♦	Stride and then make a vertical Leap. [p. 242]
	Long Jump (move) ♦♦♦	Stride and then make a horizontal Leap. [p. 242]
	Shove (attack) ♦♦	Push an opponent away from you. [p. 243]
	Swim (move) ♦♦	Propel yourself through water. [p. 243]
	Trip (attack) ♦♦	Knock an opponent to the ground. [p. 243]
	Disarm <sup>T</sup> (attack) ♦♦	Knock something out of an opponent's grasp. [p. 243]
Crafting	Recall Knowledge <sup>C,S</sup> ♦♦	Remember a bit of knowledge. [p. 239]
Deception	Create a Diversion ♦♦	Draw creatures' attention elsewhere. [p. 245]
	Lie <sup>C,S</sup> ♦♦♦♦ +	Fool someone with an untruth. [p. 246]
	Feint <sup>T</sup> ♦♦	Leave an opponent unprepared for your attack. [p. 246]
Diplomacy	Request <sup>C</sup> ♦♦	Make a request of a friendly or helpful creature. [p. 247]
Intimidation	Demoralize <sup>C</sup> ♦♦	Shake an enemy's resolve. [p. 247]
Lore	Recall Knowledge <sup>C,S</sup> ♦♦	Remember a bit of knowledge. [p. 239]
Medicine	Administer First Aid (manipulate) ♦♦♦	Perform first aid on a dying/bleeding creature. [p. 248]
	Recall Knowledge <sup>C,S</sup> ♦♦	Remember a bit of knowledge. [p. 239]
	Treat Poison <sup>T</sup> (manipulate) ♦♦	Treat a patient to prevent the spread of poison. [p. 248]
Nature	Command an Animal <sup>C</sup> ♦♦	Issue an order to an animal. [p. 249]
	Recall Knowledge <sup>C,S</sup> ♦♦	Remember a bit of knowledge. [p. 239]
Occultism	Recall Knowledge <sup>C,S</sup> ♦♦	Remember a bit of knowledge. [p. 239]
Performance	Perform <sup>C</sup> ♦♦	Make a brief performance (song, dance, joke). [p. 250]
Religion	Recall Knowledge <sup>C,S</sup> ♦♦	Remember a bit of knowledge. [p. 239]
Society	Recall Knowledge <sup>C,S</sup> ♦♦	Remember a bit of knowledge. [p. 239]
Stealth	Conceal an Object <sup>S</sup> (manipulate) ♦♦	Hide a small object (light bulk) on your person. [p. 251]
	Hide <sup>S</sup> ♦♦	Use cover or concealment to become hidden. [p. 251]
	Sneak <sup>S</sup> (move) ♦♦	Move to another place while being undetected. [p. 252]
Thievery	Palm an Object (manipulate) ♦♦	Palm a small, unattended object. [p. 253]
	Steal (manipulate) ♦♦	Take a small object from another creature. [p. 253]
	Disable Device <sup>T</sup> (manipulate) ♦♦♦	Disarm a trap or another complex device. [p. 253]
	Pick a Lock <sup>T</sup> (manipulate) ♦♦♦	Open a lock without a key. [p. 253]

## HERO POINTS

Reroll check (fortune)	Spend 1 Hero Point to reroll a check and use the second result. [p. 467]
Heroic Recovery	As soon as you die, spend all Hero Points to lose the dying condition, stabilize with 0 HP, and not increase your wounded condition. [p. 467]

## GENERAL EXPLORATION ACTIVITIES

<u>Avoid Notice</u> <sup>S</sup>	Travel stealthily at half speed and use Stealth for initiative. [p. 479]
Defend	Move at half speed with your shield raised. [p. 479]
Detect Magic <sup>C</sup>	Cast <i>detect magic</i> regularly while moving at half speed. [p. 479]
Follow the Expert <sup>C</sup>	Match the tactic of an expert to gain a bonus to a skill check. [p. 479]
Hustle (move)	Move at double speed for Con (min. 1) × 10 minutes. [p. 480]
<u>Investigate</u> <sup>C,S</sup>	Seek out information about your surroundings at half speed. [p. 480]
Refocus <sup>C</sup>	Perform deeds to restore 1 focus point to your focus pool. [p. 300]
Repeat a Spell <sup>C</sup>	Cast the same spell (usually a cantrip) repeatedly at half speed. [p. 480]
Scout <sup>C</sup>	Scout ahead and behind to watch for danger at half speed. [p. 480]
<u>Search</u> <sup>C,S</sup>	Seek meticulously for hidden features at half speed (or slower). [p. 480]

## SKILL EXPLORATION ACTIVITIES

Borrow an Arcane Spell <sup>C,T</sup>	Prepare a spell from someone else's spellbook (Arcana). [p. 241]
Coerce <sup>C</sup>	Threaten a creature so it does what you want (Intimidation). [p. 247]
Cover Tracks <sup>C,T</sup> (move)	Obscure your passing (Survival). [p. 252]
<u>Decipher Writing</u> <sup>T,S</sup>	Understand archaic, esoteric, or obscure texts (Arcana, Occultism, Religion, Society). [p. 234]
<u>Gather Information</u> <sup>S</sup>	Canvass the area to learn about an individual/topic (Diplomacy). [p. 246]
<u>Identify Alchemy</u> <sup>C,T,S</sup>	Identify an alchemical item using alchemist's tools (Crafting). [p. 245]
<u>Identify Magic</u> <sup>C,T,S</sup>	Learn about a magic item, location, or ongoing effect (Arcana, Nature, Occultism, Religion). [p. 238]
<u>Impersonate</u> <sup>C,S</sup> (manipulate)	Create a disguise, usually with a disguise kit (Deception). [p. 245]
Learn a Spell <sup>C,T</sup>	Gain access to a new spell (Arcana, Nature, Occultism, Religion). [p. 238]
Make an Impression <sup>C</sup>	Make a good impression on someone (Diplomacy). [p. 246]
Repair (manipulate)	Fix a damaged item using a repair kit (Crafting). [p. 243]
<u>Sense Direction</u> <sup>S</sup>	Get a sense of where you are and where is north (Survival). [p. 252]
<u>Squeeze</u> <sup>T</sup> (move)	Squeeze though very tight spaces (Acrobatics). [p. 241]
Track <sup>C,T</sup> (move)	Find and follow creatures' tracks (Survival). [p. 252]
Treat Wounds (manipulate)	Treat a living creature's wounds (Medicine). [p. 249]

## DOWNTIME ACTIVITIES

Craft <sup>T</sup> (manipulate)	Create items from raw materials (Crafting). [p. 244]
<u>Create Forgery</u> <sup>S</sup>	Forge a document (Deception). [p. 251]
Earn Income <sup>T</sup>	Earn money (Crafting, Lore, Performance). [p. 236]
Long Term Rest	Spend an entire day resting to recover Con (min. 1) × twice your level. [p. 481]
Retraining	Alter some of your character choices (feats, skills, class features). [p. 481]
Subsist	Find food/shelter in the wilderness (Survival) or a settlement (Society). [p. 240]
Treat Disease (manipulate)	Spend time caring for a diseased creature to cure them (Medicine). [p. 248]