

∞ ACTIONS ∞

Standard Actions	Move Actions	Full Round Actions
Activate magic item (not scroll)	Climb ¼ speed ✂	Cast spell, full ✂
Aid another (✂)	Crawl 5' ✂	Charge
Attack, melee	Door, open/close	Coup de grace ✂
Attack, natural	Draw weapon (↻)	Disable device, simple ✂
Attack, ranged ✂	Handle animal check	Escape net, entangle, etc. ✂
Attack, unarmed◎	Load hand/light crossbow/sling ✂	Extinguish flames
Bull rush◎	Load advanced firearm ✂	Gauntlet, lock/unlock ✂
Cast spell, standard ✂	Move normal speed	Light torch ✂
Cast spell, touch ✂	Object, move heavy ✂	Load heavy/repeating crossbow ✂
Channel energy	Perception check	Move 5' while hampered ✂
Concentrate, maintain spell	Pick up item ✂	Potion/oil, administer ✂
Disarm◎	Retrieve stored item ✂	Run (x3/x4 speed) ✂
Dismiss spell	Ride, control/spur mount	Splash weapon, prepare ✂
Dirty trick◎	Ride, mount/dismount	Swim ½ speed ✂
Drag◎	Ride, stop cover	Throw 2-handed melee weapon
Draw hidden weapon	Scent, determining direction	Withdraw
Feint (Bluff check)	Sheathe weapon ✂	
Grapple, escape	Shield, ready/drop (↻)	Free Actions
Grapple, maintain	Spell, direct/redirect	Attack with touch spell
Grapple, start◎	Stand up from prone ✂	Attack with ranged touch spell ✂
Heal, first aid ✂	Stealth check after ranged attack	Cast quickened spell (swift)
Heal, treat wounds/poison ✂	Swim ¼ speed ✂	Concentrate, stop
Intimidate, demoralize		Draw ammunition
Light torch (tindertwig) ✂		Drop an item
Oil, apply to self ✂		Drop prone
Overrun◎		Grapple, release opponent
Potion, drink ✂		Prepare spell components
Ready action (✂)		Ride, fast mount/dismount, guide
Reposition◎		Speak short phrase
Scroll, cast from ✂		
Spell-like ability ✂		No Action
Stabilize ally ✂		5-foot step
Start/Finish full-round action		Attack of opportunity
Steal◎		Catch falling ally/self
Sunder◎		Delay
Supernatural ability		Fight defensively
Throw melee weapon		Fly check
Total defense		Identify spell being cast
Trip◎		



✂ Action draws an Attack of Opportunity unless character has a special feat or circumstance.

(✂) The resulting action may still draw an Attack of Opportunity.

◎ Action draws an Attack of Opportunity only from the target of the action.

↻ Action may be combined with a regular move action if character has BAB +1 or better.

COMBAT MODIFIERS

Attacker is/has...	Melee Attack	Ranged Attack
Aided (per ally)	+2	+2
Blinded 	--	--
Charging	+2	--
Dazzled	-1	-1
Entangled 	-2	-2
Extreme weather	--	-4
Fight defensively	-4	-4
Flanking target	+2	--
Frightened	-2	-2
Grappling	-4	--
Higher ground	+1	+0
Improvised weapon	-4	-4
Invisible 	+2	+2
Mounted on larger mount	+1	0
Nonlethal w/lethal weapon	-4	-4
Prone	-4	--
Range increment, per passed	--	-2
Riding, mount double move	--	-4
Riding, mount running	--	-8
Shaken	-2	-2
Shooting into melee	--	-4
Squeezing	-4	-4
Throwing melee weapon	--	-4
Tower shield in use	-2	--
Underwater, non-piercing	-2	--
Weapon, adamantine	+1	--
Weapon, masterwork	+1	+1
Weapon, wrong-sized	-2	-2

Defender is/has...	Melee AC	Ranged AC
Balancing 	0	0
Blinded 	-2	-2
Climbing 	0	0
Concealment	20%	20%
Concealment, total	50%	50%
Cover	+4	+4
Cover, improved	+8	+8
Cover, partial	+2	+2
Cover, total	n/a	n/a
Cowering 	-2	-2
Entangled 	0	0
Feinted by foe 	0	0
Fighting defensively	+2	+2
Flat-footed 	0	0
Grappled 	0	0
Helpless	-9	-5
Invisible 		
Kneeling	-2	+3
Off balance 	-2	-2
Pinned 	-4	0
Prone	-4	+4
Running 	0	0
Sitting	-2	+2
Squeezing	-4	-4
Squeezing, tight 	-4	-4
Stunned 	-2	-2
Total defense	+4	+4

Two-weapon fighting Attack modifiers...	Primary Hand	Off Hand
Normal penalties	-6	-10
Off-hand weapon is light	-4	-8
Two-weapon fighting feat	-4	-4
Feat and light weapon	-2	-2

 Target has Total Concealment. Roll Perception check [DC = Stealth +20] to target opponent.

 -4 Penalty to Dexterity.

 Target loses Dexterity and Dodge bonuses to AC, is flat-footed and can be target of sneak attacks.

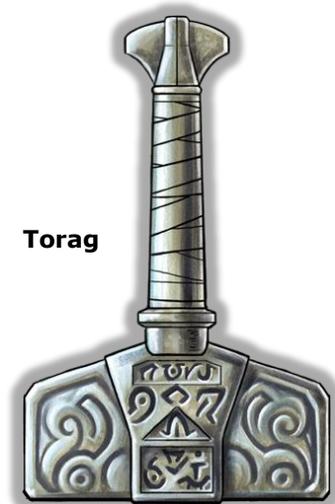
∞ CONDITIONS ∞

Blinded	-2 AC, lose Dex bonus to AC, and -4 on most Str- and Dex-based skill checks and opposed Perception checks. Opponents gain total concealment. DC10 Acrobatics check to move faster than ½ speed, or fall prone.
Broken	Weapon: -2 attack and damage, critical is 20/x2. Armor/shield: half AC bonus and x2 armor check penalty. Wands/staves: use x2 charges.
Confused	01-25: Act normally. 26-50: Babble 1 round. 51-75: 1d8+Str to self. 76-100: Attack nearest.
Cowering	Frozen in fear and can take no actions. -2 AC and lose Dex bonus.
Dazed	Cannot take actions.
Dazzled	-1 attack and sight-based Perception checks.
Deafened	-4 initiative. Automatically fail Perception checks based on sound. -4 on opposed Perception checks. 20% chance of spell failure when casting spells with verbal components.
Disabled (0 HP)	Only one move or standard action per round (can take swift/immediate/free). ½ speed. Standard actions deal 1 point of damage.
Dying (- HP)	As unconscious, and see below.
Entangled	½ speed (no movement if anchored). -2 attack. -4 Dex. Concentration checks to cast spells.
Exhausted	½ speed. -6 Str and Dex. Rest 1 hour to become fatigued.
Fascinated	Take no actions other than to pay attention to the fascinating effect. -4 on skill checks made as reactions, such as Perception checks.
Fatigued	Cannot run/charge. -2 Str and Dex. Rest 8 hours to remove.
Frightened	As shaken and must flee from source as quickly as possible.
Grappled	Cannot move or take actions that require both hands. -4 Dex. -2 attack and CMB (except escape checks). Concentration checks to cast spells. Cannot make Attacks of Opportunity.
Helpless	-9 AC vs. melee. -5 AC vs. ranged. Flat-footed. Can be target of coup de grace.
Nauseated	Move actions only. Cannot attack, cast spells or concentrate.
Panicked	As frightened and drop held items.
Paralyzed	Str and Dex are 0. Helpless. Winged fliers fall.
Pinned	As grappled. Flat-footed. -4 AC. Only take verbal or mental actions (except escape).
Shaken	-2 attack, saving throws, skill checks, and ability checks.
Sickened	-2 attack, damage, saving throws, skill checks and ability checks.
Staggered	Only take a move or standard action (plus swift and immediate).
Stunned	Cannot take actions. Drop everything. -2 AC and lose Dex bonus to AC.
Unconscious	As helpless. Cannot take actions. DC10 Con check (-1 per negative HP) each hour to become conscious and disabled.

Dying: Characters that have negative HP and have not stabilized are dying. Next turn, the character must make a DC10 Con check to become stable. -1 penalty on this roll for each negative HP. If the character succeeds (natural 20 always succeeds) he becomes stable and unconscious, otherwise he loses 1 hit point and must roll again next turn. If a dying creature has an amount of negative HP equal to its Con score, it dies.

∞ ENVIRONMENTAL ∞

Object/ Substance (per inch)	Weapon Strike (CMB)		Break DC (Str)	Notes
	Hardness	Hit Points		
Adamantine	20	40		<p>AC: Equals 10 + size mod. + Dex mod. Inanimate object has Dex of 0 (-5 AC) and -2 AC. Take full-round action to line up shot, get automatic hit with melee, or +5 ranged attack.</p> <p>Hardness: Represents how well it resists damage. When damaged, subtract hardness from the damage. Only leftover damage is deducted from HP.</p> <p>Hit Points: Damaged to half total HP is "broken". When HP reaches 0, it's ruined/destroyed.</p> <p>Energy/Ranged Attacks: Deal ½ damage. Divide before applying hardness.</p> <p>Magic Item Saves: Fortitude, Reflex, and Will save bonuses are equal to 2 + half its caster level. An attended magic item either makes saving throws as its owner or uses its own saving throw bonus, whichever is better.</p>
Arcane Lock			+10	
Blade, light	10	2		
Blade, one-hand	10	5		
Blade, two-hand	10	10		
Buckler	10	5		
Chain/chain bonds	10	5	26	
Chest, small	5	1	17	
Chest, treasure	5	15	23	
Cloth	0	2		
Door, barred			+3	
Door, good wooden	5	15	18	
Door, simple wooden	5	10	13	
Door, strong wooden	5	20	23	
Door, iron (2")	10	60	28	
Glass	1	1		
Hide	2	5		
Hold Portal			+5	
Ice	0	3		
Iron/iron bars	10	30	24	
Leather	2	5		
Manacles	10	10	26	
Manacles, masterwork	10	10	28	
Mithral	15	30		
Paper	0	2		
Rope	0	2	23	
Shield, heavy wooden	5	15		
Shield, heavy steel	10	20		
Shield, light steel	10	10		
Shield, light wooden	5	7		
Shield, tower	5	20		
Steel	10	30		
Stone	8	15		
Stone, hewn (3')	8	540	50	
Wall, masonry (1')	8	90	35	
Weapon, light haft	5	2		
Weapon, light metal-haft	10	10		
Weapon, one-hand haft	5	5		
Weapon, one-hand metal haft	10	20		
Weapon, projectile	5	5		
Weapon, two-hand haft	5	10		
Wood	5	10		

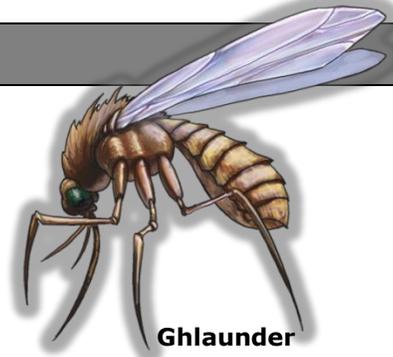


Torag

Monster Knowledge

Common: DC5 + CR **Average: DC10 + CR** **Rare: DC15 + CR**

- Arcana (constructs, dragons, magical beasts)
- Dungeoneering (aberrations, oozes)
- Local (humanoids)
- Nature (animals, fey, monstrous humanoids, plants, vermin)
- Planes (outsiders)
- Religion (undead)



Ghlauder

Movement

Speed	15 feet	20 feet	30 feet	40 feet
One Round (Tactical)				
Walk	15 ft.	20 ft.	30 ft.	40 ft.
Hustle	30 ft.	40 ft.	60 ft.	80 ft.
Run, Heavy (×3)	45 ft.	60 ft.	90 ft.	120 ft.
Run (×4)	60 ft.	80 ft.	120 ft.	160 ft.
One Minute (Local)				
Walk	150 ft.	200 ft.	300 ft.	400 ft.
Hustle	300 ft.	400 ft.	600 ft.	800 ft.
Run, Heavy (×3)	450 ft.	600 ft.	900 ft.	1,200 ft.
Run (×4)	600 ft.	800 ft.	1,200 ft.	1,600 ft.
One Hour (Overland)				
Walk	1.5 miles	2 miles	3 miles	4 miles
Hustle	3 miles	4 miles	6 miles	8 miles
One Day (Overland)				
Walk	12 miles	16 miles	24 miles	32 miles

Overland Movement Modifiers			
Terrain	Highway	Road or Trail	Trackless
Desert, sandy	×1	×1/2	×1/2
Forest	×1	×1	×1/2
Hills	×1	×3/4	×1/2
Jungle	×1	×3/4	×1/4
Moor	×1	×1	×3/4
Mountains	×3/4	×3/4	×1/2
Plains	×1	×1	×3/4
Swamp	×1	×3/4	×1/2
Tundra, frozen	×1	×3/4	×3/4

Condition	Additional Movement Cost
Difficult terrain	×2
Obstacle*	×2
Poor visibility	×2
Impassable	—

* May require a skill check

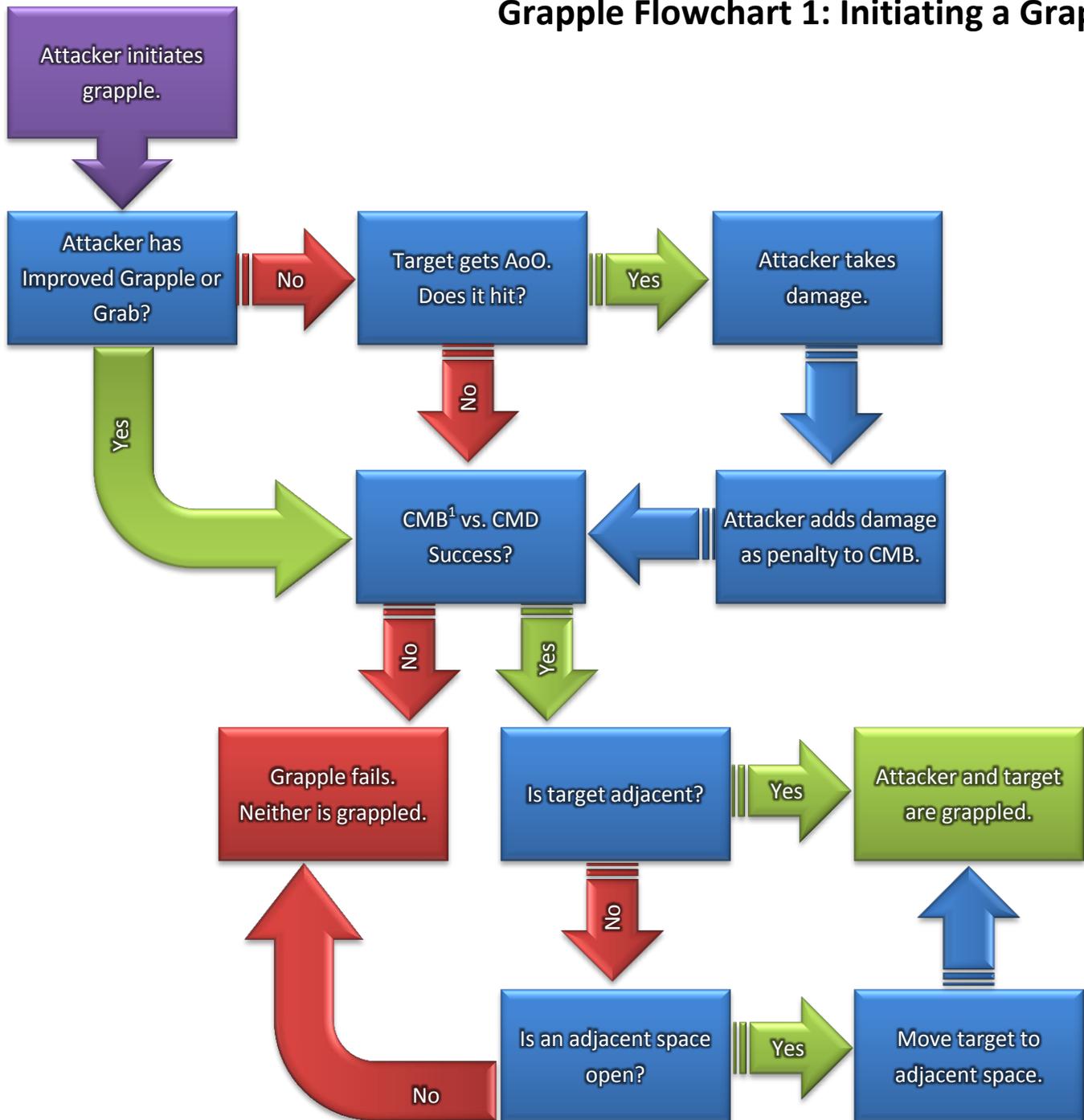
Mount/Vehicle (Carrying load)	Per Hour	Per Day
Light horse	5 miles	40 miles
Light horse (175–525 lbs.) ¹	3.5 miles	28 miles
Heavy horse	5 miles	40 miles
Heavy horse (229–690 lbs.) ¹	3.5 miles	28 miles
Pony	4 miles	32 miles
Pony (151–450 lbs.) ¹	3 miles	24 miles
Dog, riding	4 miles	32 miles
Dog, riding (101–300 lbs.) ¹	3 miles	24 miles
Cart or wagon	2 miles	16 miles

Ship	Per Hour	Per Day
Raft or barge (poled or towed) ²	.5 mile	5 miles (10 hours)
Keelboat (rowed) ²	1 mile	10 miles (10 hours)
Rowboat (rowed) ²	1.5 miles	15 miles (10 hours)
Sailing ship (sailed)	2 miles	48 miles (24 hours)
Warship (sailed and rowed)	2.5 miles	60 miles (24/10 hours)
Longship (sailed and rowed)	3 miles	72 miles (24/10 hours)
Galley (rowed and sailed)	4 miles	96 miles (10/24 hours)

¹ Quadrupeds, such as horses, can carry heavier loads than characters can. See Carrying Capacity for more information.

² Rafts, barges, keelboats, and rowboats are most often used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours, if someone can guide it, adding an additional 42 miles to the daily distance traveled. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.

Grapple Flowchart 1: Initiating a Grapple

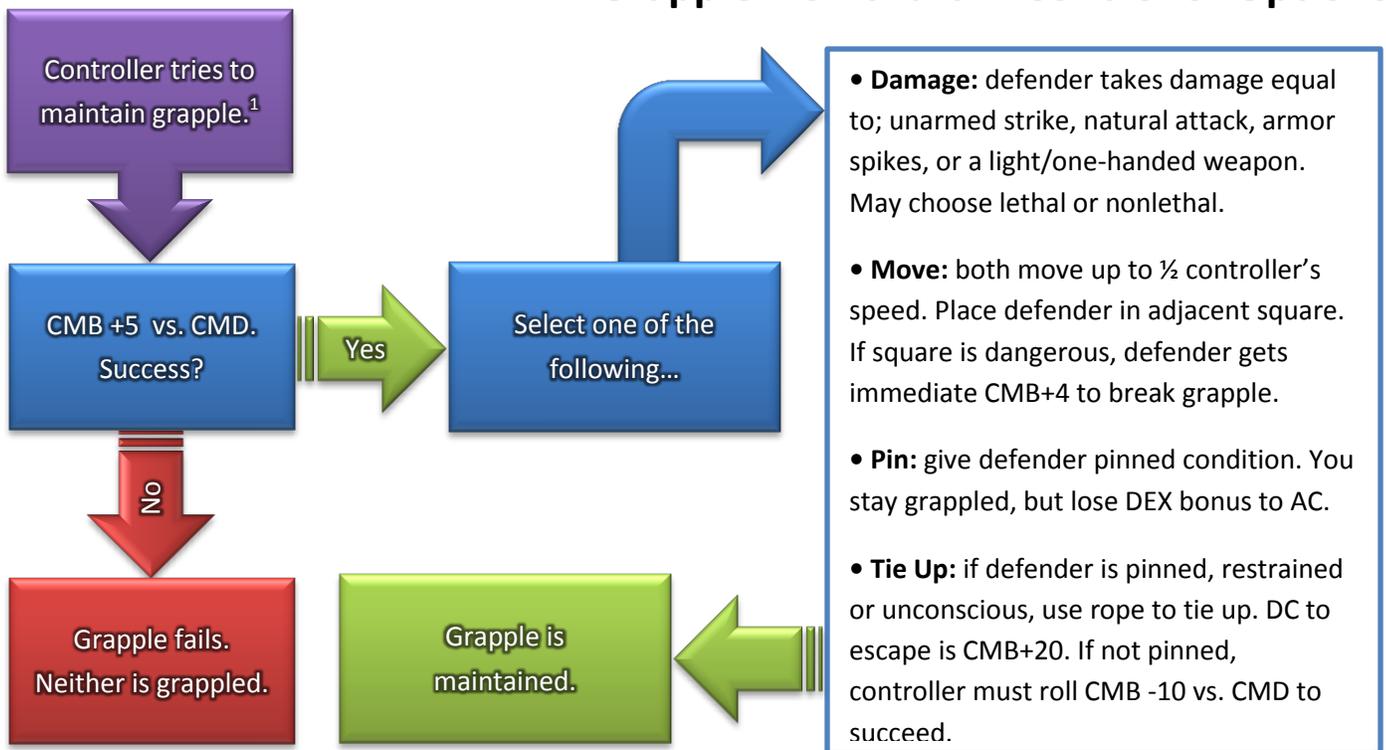


A grappled creature...

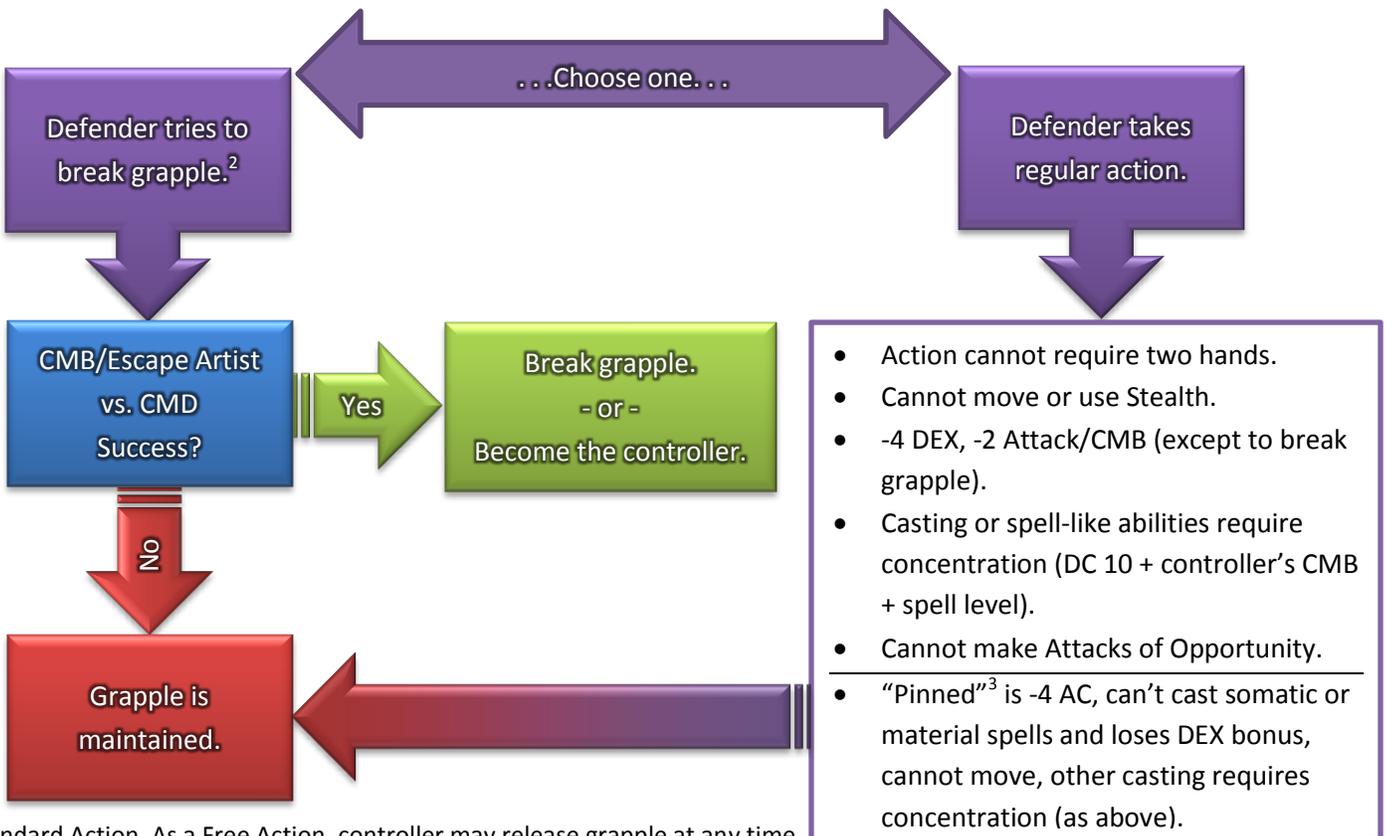
- Takes a -4 penalty to Dexterity.
- Cannot make attacks of opportunity.
- Cannot move (but may still take other move actions).
- Takes -2 penalty on attack and CMB checks (except to grapple or escape grapple).
- Cannot take actions that require two hands.
- Cannot use Stealth to hide from other grappling creature(s).
- Attacker becomes “controller” and target becomes “defender”.

¹-4 to CMB if humanoid attacker does not have 2 free hands.

Grapple Flowchart 2: Controller Options



Grapple Flowchart 3: Defender Options

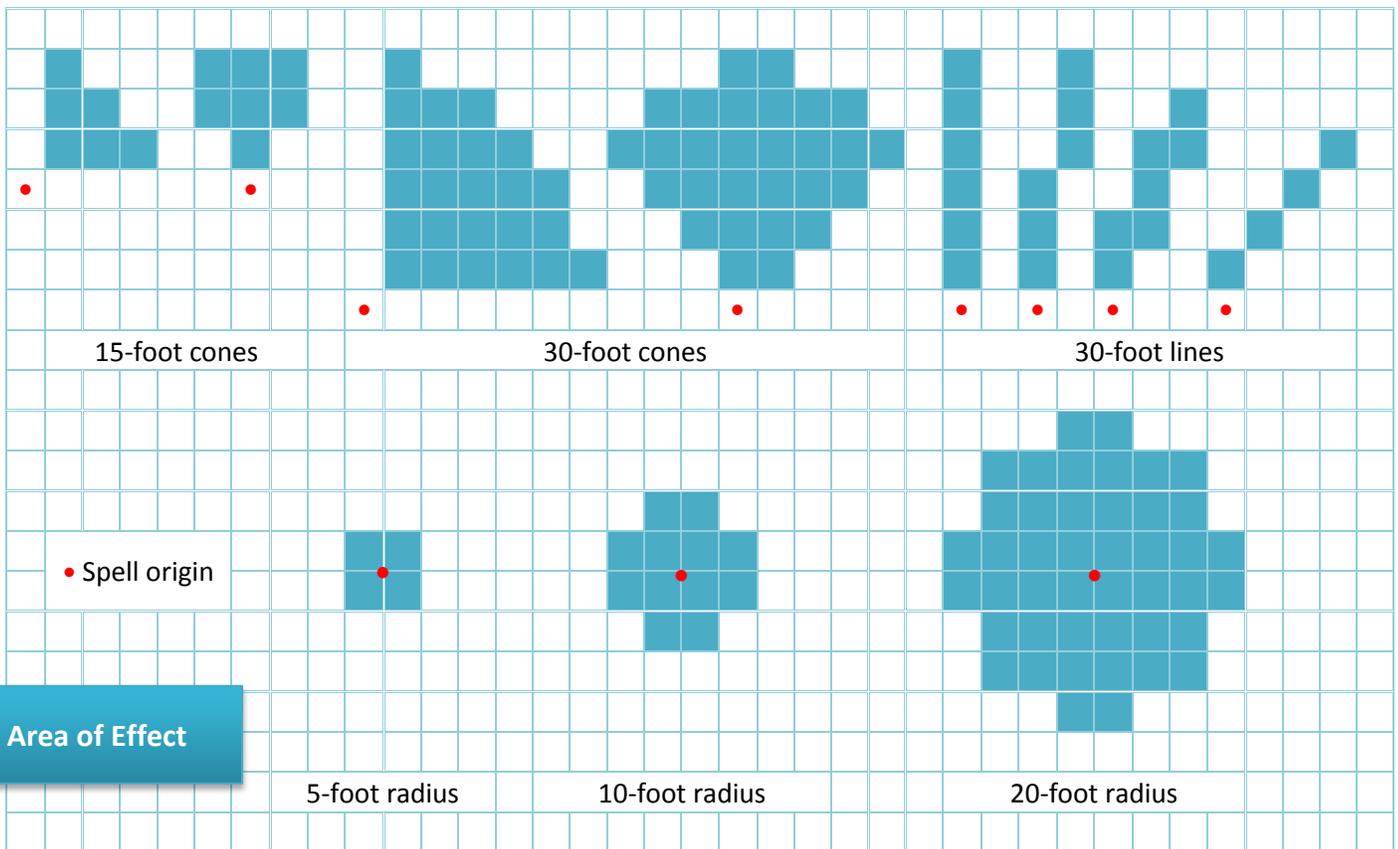


¹Standard Action. As a Free Action, controller may release grapple at any time.

²Standard Action.

³Does not stack with grappled penalties.

Spells and Magic



Saving Throw DCs = 10 + spell level + caster's ability score.

Situation (...while casting)

Concentration Check DC (can't take 10)

Cast Defensively	15 + double spell level
Injured (attack or spell)	10 + damage dealt + spell level
Continuous damage	10 + ½ damage dealt + spell level
Affected by non-damaging spell	DC of the spell + spell level
Grappled or pinned	10 + opponent's CMB + spell level
Vigorous motion (bouncy wagon, rough waters, etc.)	10 + spell level
Violent motion (galloping horse, rapids, etc.)	15 + spell level
Extremely violent motion (earthquake)	20 + spell level
Wind with rain or sleet	5 + spell level
Wind with hail and debris	10 + spell level
Weather caused by spell	See spell
Entangled	15 + spell level

Concentration checks = d20 + caster level + bonus spell ability modifier (CHA/INT/WIS); Fail check = loss of spell.

Spell Resistance = 1d20 + caster level

Damage Reduction

Damage Reduction Type	Weapon Bonus Equivalent
Cold iron/silver	+3
Adamantine	+4
Alignment-based	+5



Nethys

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