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GM SCREEN



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By Logan Bonner
Illustration by Wayne Reynolds

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CONDITIONS

CORE 618

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

BROKEN A broken object can't be used, nor does it grant bonuses. Broken armor grants its item bonus to AC, but gives a status penalty to AC (-1 light, -2 medium, -3 heavy).

CLUMSY Take a status penalty equal to your clumsy value to Dexterity-based checks and DCs.

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

CONTROLLED Your controller dictates how you act.

DAZZLED All creatures and objects are concealed from you.

DEAFENED Automatically critically fail Perception checks that require hearing. Take a -2 status penalty to Perception checks for initiative and checks that involve sound but also rely on other senses. If you perform an action that has the auditory trait, you must succeed at a DC 5 flat check or the action is lost. You are immune to auditory effects.

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

ENCUMBERED You're clumsy 1 and take a -10-foot penalty to all your Speeds.

ENFEEBLED Take a status penalty equal to your enfeebled value to Strength-based checks and DCs.

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

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

FLAT-FOOTED Take a -2 circumstance penalty to AC.

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

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

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

IMMOBILIZED You can't take any action with the move trait. If you're immobilized by something holding you in place and an

external force would move you, the force must succeed at a check against the DC of the effect holding you in place or the relevant defense (usually Fortitude DC) of the creature holding you in place.

PARALYZED You're flat-footed and can't take actions except Recall Knowledge and others that require only your mind. You can't Seek.

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

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

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

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

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

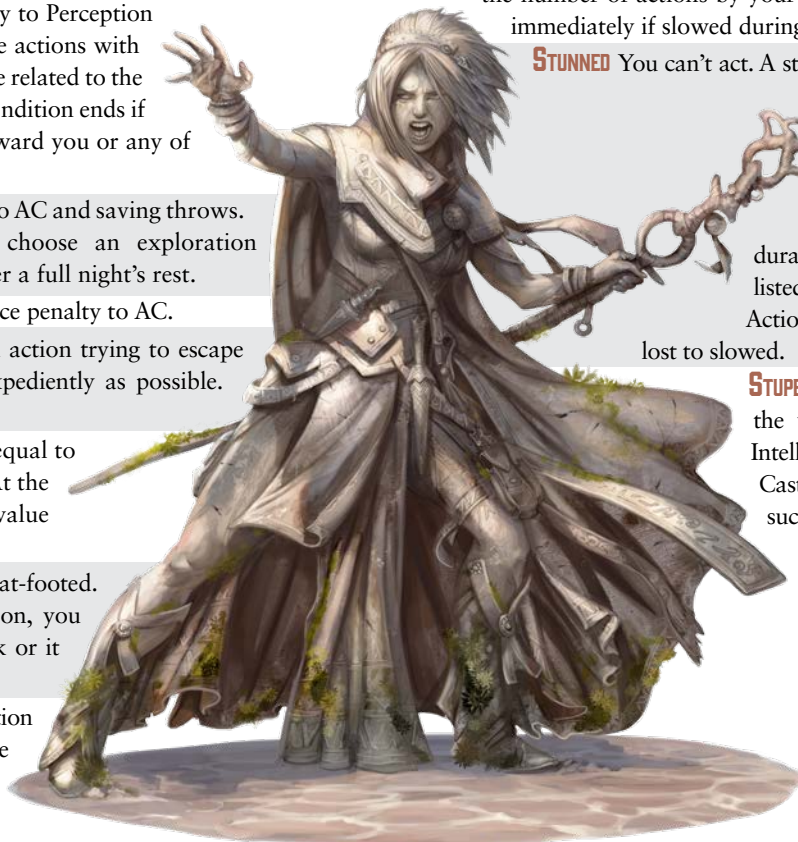
RESTRAINED You're tied up and can barely move, or a creature has you pinned. You are immobilized and flat-footed, and you can't use any actions with the attack or manipulate traits except to attempt to Escape or Force Open your bonds. Restrained overrides grabbed.

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

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

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

STUPEFIED Take a status penalty equal to the value to checks and DCs based on Intelligence, Wisdom, or Charisma. If you Cast a Spell, it's disrupted unless you succeed at a flat check (DC = 5 + value).



ICON KEY

◆ Single Action

◆◆ Two-Action Activity

◆◆◆ Three-Action Activity

◇ Free Action

↻ Reaction

Turns

CORE 468

- 1 START YOUR TURN** Your durations measured in rounds decrease by 1; use one triggered action with a trigger of “your turn begins”; attempt a recovery check if you’re dying; regain your 3 actions and 1 reaction.
- 2 ACT** Use your actions.
- 3 END YOUR TURN** End anything that lasts until the end of your turn; take persistent damage and attempt to recover from it; use one triggered action with a trigger of “your turn ends.”

Basic Actions

CORE 469

- 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).
- Crawl** ♦ (move) Move 5 feet while prone.
- Delay** ♦ Select this when your turn begins; take your turn later.
- Drop Prone** ♦ (move) Fall prone.
- Escape** ♦ (attack) Attempt to get free when grappled, restrained, or immobilized. Use unarmed attack modifier, Acrobatics, or Athletics.
- Interact** ♦ (manipulate) Grab an object, open a door, draw an item, or do a similar action.
- Leap** ♦ (move) Jump horizontally 10 feet (15 feet if your Speed is 30 feet or more), or vertically 3 feet and horizontally 5 feet.
- Ready** ♦♦ (concentrate) Prepare to take a single action or free action as a reaction with a trigger you designate.
- Release** ♦ (manipulate) Release something you’re holding without triggering reactions.
- Seek** ♦ (concentrate, secret) Scan an area for signs of creatures or objects using Perception.
- Sense Motive** ♦ (concentrate, secret) See if a creature is lying.
- Stand** ♦ (move) You stand up from prone.
- Step** ♦ (move) Move 5 feet without triggering reactions.
- Stride** ♦ (move) Move up to your Speed.
- Strike** ♦ (attack) Attack with a weapon or unarmed attack.
- Take Cover** ♦ Gain cover, or get greater cover if you have cover.

Specialty Basic Actions

CORE 472

- Arrest a Fall** ➤ Use Acrobatics to slow your fall while flying.
- Avert Gaze** ♦ Get a +2 circumstance bonus against visual abilities.
- Burrow** ♦ (move) Move up to your burrow Speed.
- Fly** ♦ (move) Move up to your fly Speed. Moving upward counts as traveling through difficult terrain. You can move straight down 10 feet for every 5 feet of movement you spend. If you’re airborne at the end of your turn and didn’t Fly this round, you fall.
- Grab an Edge** ➤ (manipulate) Try to catch something to stop a fall.
- Mount** ♦ (move) Get on an allied animal bigger than you to ride it.
- Point Out** ♦ (auditory, manipulate, visual) Reveal unobserved creature.
- Raise a Shield** ♦ Put up a shield to get its bonus to AC.

Terrain

CORE 475

- Difficult Terrain** Each square costs 5 extra feet of movement.
- Greater Difficult Terrain** Each square costs 10 extra feet of movement.
- Hazardous Terrain** Moving through hazardous terrain deals damage.
- Narrow Surface** Flat-footed and must Balance to cross. When you’re hit or fail a save, succeed at a Reflex save or fall.
- Uneven Ground** Flat-footed and might need to Balance or fall prone. When you’re hit or fail a save, succeed at a Reflex save or fall.
- Incline** You need to Climb to ascend an incline. You’re flat-footed while Climbing.

Cover

CORE 477

- Draw a line from the center of the attacker’s space or burst to the center of the target’s space.
- Lesser Cover** +1 circumstance bonus to AC if line passes through creatures but no objects.
- Cover** +2 circumstance bonus to AC, Reflex saves against area effects, and Stealth checks to Hide or Sneak. You can use Take Cover (Core 471) to increase this to greater cover.
- Greater Cover** As cover, but a +4 bonus.

Death and Dying

CORE 459

- Knocked Out** When reduced to 0 HP, move your initiative to directly before the creature or effect that reduced you to 0 HP. Gain dying 1, or dying 2 if the damage came from a critical hit or your critical failure on a save. A nonlethal effect makes you unconscious at 0 HP and doesn’t give you the dying condition.
- Dying** You are unconscious. If you ever reach dying 4, you die. Attempt a recovery check at the start of your turn to determine whether you get better or worse. If you ever have 1 HP or more, you lose the dying condition. Any time you lose the dying condition, increase your wounded value by 1. If you take damage while dying, increase the dying value by 1 (or 2 on an enemy’s critical success or your critical failure).
- Recovery Checks** At the start of your turn when you’re dying, attempt a flat check (DC 10 + your dying value).
- Critical Success** Your dying value is reduced by 2.
- Success** Your dying value is reduced by 1.
- Failure** Your dying value increases by 1.
- Critical Failure** Your dying value increases by 2.
- Wounded** Any time you gain the dying condition or increase it for any reason, add your wounded value to the amount you gain or increase your dying value. The wounded condition ends if you receive HP from Treat Wounds, or if you’re restored to full HP and rest for 10 minutes.
- Doomed** The maximum dying value at which you die is reduced by your doomed value. If your maximum dying value is reduced to 0, you instantly die. Your doomed value decreases by 1 each time you get a full night’s rest.

Unconscious

CORE 459

- You can’t wake up from unconsciousness while you have 0 Hit Points. If you’re unconscious and have 1 or more Hit Points, you wake up in one of five ways.
- You take damage, provided the damage doesn’t drop you to 0 HP.
 - You receive healing, other than natural healing from resting.
 - Someone nudges or shakes you awake with an Interact action.
 - If there’s loud noise, at the start of your turn attempt a Perception check against the noise’s DC, waking up if you succeed. If creatures are attempting to stay quiet, this uses their Stealth DC.
 - The GM decides you wake up either because you have had a restful night’s sleep or something disrupted that restful sleep.

Treat Wounds

CORE 249

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

* Rolling against a higher DC is optional.

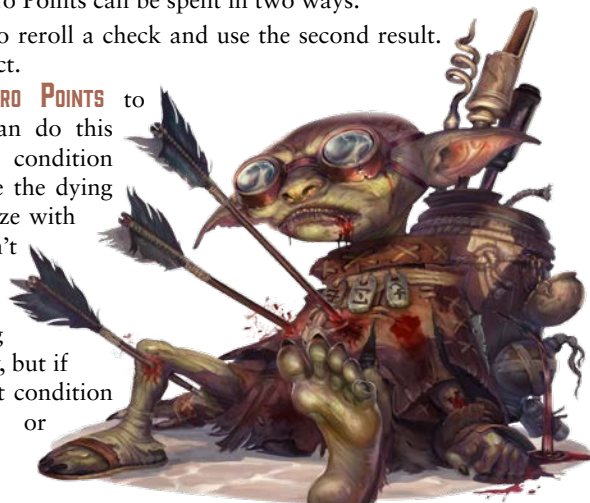
Hero Points

CORE 467, 507

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

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

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



SKILL ACTIONS

CORE 233

E Exploration action, **D** Downtime action

ACROBATICS (Dex, Core 240) Balance ♦, Tumble Through ♦

Trained Maneuver in Flight ♦, Squeeze^E

ARCANA (Int, Core 241) Recall Knowledge ♦ (Core 238)

Trained Borrow an Arcane Spell^E, Decipher Writing^E (Core 234), Identify Magic^E (Core 238), Learn a Spell^E (Core 238)

ATHLETICS (Str, Core 241) Climb ♦, Force Open ♦, Grapple ♦, High Jump ♦♦, Long Jump ♦♦, Shove ♦, Swim ♦, Trip ♦

Trained Disarm ♦

CRAFTING (Int, Core 243) Recall Knowledge ♦ (Core 238), Repair^E

Trained Craft^D, Earn Income^D (Core 236), Identify Alchemy^E

DECEPTION (Cha, Core 245) Create a Diversion ♦, Impersonate^E, Lie

Trained Feint ♦

DIPLOMACY (Cha, Core 246) Gather Information^E, Make an Impression^E, Request ♦

INTIMIDATION (Cha, Core 247) Coerce^E, Demoralize ♦

LORE (Int, Core 247) Recall Knowledge ♦ (Core 238)

Trained Earn Income^D (Core 236)

MEDICINE (Wis, Core 248) Administer First Aid ♦♦, Recall Knowledge ♦ (Core 238)

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

NATURE (Wis, Core 249) Command an Animal ♦, Recall Knowledge ♦ (Core 238)

Trained Identify Magic^E (Core 238), Learn a Spell^E (Core 238)

OCCULTISM (Int, Core 249) Recall Knowledge ♦ (Core 238)

Trained Decipher Writing^E (Core 234), Identify Magic^E (Core 238), Learn a Spell^E (Core 238)

PERFORMANCE (Cha, Core 250) Perform ♦

Trained Earn Income^D (Core 236)

RELIGION (Wis, Core 250) Recall Knowledge ♦ (Core 238)

Trained Decipher Writing^E (Core 234), Identify Magic^E (Core 238), Learn a Spell^E (Core 238)

SOCIETY (Int, Core 250) Recall Knowledge ♦ (Core 238), Subsist^D (Core 240)

Trained Create Forgery^D, Decipher Writing^E (Core 234)

STEALTH (Dex, Core 251) Conceal an Object ♦, Hide ♦, Sneak ♦

SURVIVAL (Wis, Core 252) Sense Direction^E, Subsist^D (Core 240)

Trained Cover Tracks^E, Track^E

THIEVERY (Dex, Core 253) Palm an Object ♦, Steal ♦

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

SPECIFIC SKILL DCS

CORE 504

CRAFT Use a DC of the item’s level, adjusted for rarity.

EARN INCOME TASKS The task level is typically the settlement’s level, and its DC uses the task level. Typical levels: village 0–1, town 2–4, city 5–7.

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

IDENTIFY MAGIC OR LEARN A SPELL Use the DC for the spell or item’s level, adjusted by rarity; use the incredibly hard adjustment for cursed items.

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

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

SOCIAL SKILLS Use Will DC if known; if not, improvise a level.

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

SIMPLE DCS

CORE 503

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

DCS BY LEVEL

CORE 503

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

* 10th-level spells are usually uncommon or rare, so their difficulty should be adjusted accordingly.



DC ADJUSTMENTS

CORE 504

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

CREATURE IDENTIFICATION

CORE 506

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

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

DETECTING CREATURES CORE 465

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

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

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

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

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

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

EXPLORATION ACTIVITIES CORE 479

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

Avoid Notice Use Stealth to avoid being noticed.

Defend Raise a Shield before your first turn begins.

Detect Magic (concentrate) Detect magic at regular intervals.

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

Hustle Move at double Speed for up to Con × 10 min. (Minimum 10 min.)

Investigate (concentrate) Use Recall Knowledge to discover clues.

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

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

Search (concentrate) Seek for hidden doors and hazards.

FALLING DAMAGE CORE 463

When you fall more than 5 feet, take bludgeoning damage equal to half the distance you fell. If you take any damage, you land prone. If you fall into water or a soft substance, calculate damage as though the fall were 20 feet shorter.

STRUCTURES CORE 515

Door	Climb DC	Hardness, HP (BT)
Wood	20	10, 40 (20)
Stone	30	14, 56 (28)
Reinforced wood	15	15, 60 (30)
Iron	30	18, 72 (36)
Wall	Climb DC	Hardness, HP (BT)
Crumbling masonry	15	10, 40 (20)
Wooden slats	15	10, 40 (20)
Masonry	20	14, 56 (28)
Hewn stone	30	14, 56 (28)
Iron	40	18, 72 (36)
Portcullis	Climb DC	Hardness, HP (BT)
Wood	10	10, 40 (20)
Iron	10	18, 72 (36)

FORCE OPEN CORE 515

Structure	Force Open DC
Stuck door or window	15
Exceptionally stuck	20
Lift wooden portcullis	20*
Lift iron portcullis	30*
Bend metal bars	30
* Use the Thievery DC of the locking mechanism if it's higher.	

TRAVEL SPEED CORE 479

Speed	Feet per Minute	Miles per Hour	Miles per Day
10 feet	100	1	8
15 feet	150	1-1/2	12
20 feet	200	2	16
25 feet	250	2-1/2	20
30 feet	300	3	24
35 feet	350	3-1/2	28
40 feet	400	4	32

ENVIRONMENTAL DAMAGE CORE 512

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

XP AWARDS CORE 508

Accomplishment	XP Award
Minor	10 XP
Moderate*	30 XP
Major*	80 XP
* Typically awards a Hero Point as well.	

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

ENCOUNTER BUDGET CORE 489

Difficulty	XP Budget	Character Adjustment
Trivial	40 or less	10 or less
Low	60	15
Moderate	80	20
Severe	120	30
Extreme	160	40

ELITE ADJUSTMENT BESTIARY 6

- +2 to AC, attack bonus, DCs, saves, Perception, skills.
- +2 to damage for Strikes and offensive abilities, or +4 to abilities that can be used a limited number of times.
- Increase HP using this table:

Starting Level	HP Increase
1 or lower	10
2-4	15
5-19	20
20+	30

WEAK ADJUSTMENT BESTIARY 6

- -2 to AC, attack bonus, DCs, saves, Perception, skills.
- -2 to damage for Strikes and offensive abilities, or -4 to abilities that can be used a limited number of times.
- Decrease HP using this table:

Starting Level	HP Decrease
1-2	10
3-5	15
6-20	20
21+	30

CONDITIONS

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

BROKEN A broken object can't be used, nor does it grant bonuses. Broken armor grants its item bonus to AC, but gives a status penalty to AC (–1 light, –2 medium, –3 heavy).

CLUMSY Take a status penalty equal to your clumsy value to Dexterity-based checks and DCs.

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

CONTROLLED Your controller dictates how you act.

DAZZLED All creatures and objects are concealed from you.

DEAFENED Automatically critically fail Perception checks that require hearing. Take a –2 status penalty to Perception checks for initiative and checks that involve sound but also rely on other senses. If you perform an action that has the auditory trait, you must succeed at a DC 5 flat check or the action is lost. You are immune to auditory effects.

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

ENCUMBERED You're clumsy 1 and take a –10-foot penalty to all your Speeds.

ENFEEBLED Take a status penalty equal to your enfeebled value to Strength-based checks and DCs.

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

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

FLAT-FOOTED Take a –2 circumstance penalty to AC.

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

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

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

IMMOBILIZED You can't take any action with the move trait. If you're immobilized by something holding you in place and an

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external force would move you, the force must succeed at a check against the DC of the effect holding you in place you or the relevant defense (usually Fortitude DC) of the creature holding you in place.

PARALYZED You're flat-footed and can't take actions except Recall Knowledge and others that require only your mind. You can't Seek.

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

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

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

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

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

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

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

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

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

STUPIFIED Take a status penalty equal to the value to checks and DCs based on Intelligence, Wisdom, or Charisma. If you Cast a Spell, it's disrupted unless you succeed at a flat check (DC = 5 + value).

ICON KEY

Single Action

Two-Action Activity

Three-Action Activity

Free Action

Reaction

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TURNS

1 START YOUR TURN Your durations measured in rounds decrease by 1; use one triggered action with a trigger of “your turn begins”; attempt a recovery check if you're dying; regain your 3 actions and 1 reaction.

2 ACT Use your actions.

3 END YOUR TURN End anything that lasts until the end of your turn; take persistent damage and attempt to recover from it; use one triggered action with a trigger of “your turn ends.”

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BASIC ACTIONS

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).

Crawl ➤ (move) Move 5 feet while prone.

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

Drop Prone ➤ (move) Fall prone.

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

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

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

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

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

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

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

Stand ➤ (move) You stand up from prone.

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

Stride ➤ (move) Move up to your Speed.

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

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

SPECIALTY BASIC ACTIONS

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

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

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

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

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

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

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

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

TERRAIN

DIFFICULT TERRAIN Each square costs 5 extra feet of movement.

GREATER DIFFICULT TERRAIN Each square costs 10 extra feet of movement.

HAZARDOUS TERRAIN Moving through hazardous terrain deals damage.

NARROW SURFACE Flat-footed and must Balance to cross. When you're hit or fall a save, succeed at a Reflex save or fall.

UNEVEN GROUND Flat-footed and might need to Balance or fall prone. When you're hit or fail a save, succeed at a Reflex save or fall.

INCLINE You need to Climb to ascend an incline. You're flat-footed while Climbing.

COVER

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

LESSER COVER +1 circumstance bonus to AC if line passes through creatures but no objects.

COVER +2 circumstance bonus to AC, Reflex saves against area effects, and Stealth checks to Hide or Sneak. You can use Take Cover (Core 471) to increase this to greater cover.

GREATER COVER As cover, but a +4 bonus.

DEATH AND DYING

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

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

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

Critical Success Your dying value is reduced by 2.

Success Your dying value is reduced by 1.

Failure Your dying value increases by 1.

Critical Failure Your dying value increases by 2.

WOUNDED Any time you gain the dying condition or increase it for any reason, add your wounded value to the amount you gain or increase your dying value. The wounded condition ends if you receive HP from Treat Wounds, or if you're restored to full HP and rest for 10 minutes.

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

UNCONSCIOUS

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

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

TREAT WOUNDS

Proficiency	DC	Success Healing	Critical Healing
Trained	15	2d8	4d8
Expert*	20	2d8+10	4d8+10
Master*	30	2d8+30	4d8+30
Legendary*	40	2d8+50	4d8+50
* Rolling against a higher DC is optional.			

HERO POINTS

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

SPEND 1 HERO POINT to reroll a check and use the second result.

This is a fortune effect.

SPEND ALL YOUR HERO POINTS to avoid death. You can do this when your dying condition would increase. Lose the dying condition and stabilize with 0 Hit Points. Don't gain or increase your wounded value from losing the dying condition in this way, but if you already had that condition you don't lose it or decrease it.



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SKILL ACTIONS

E Exploration action, **D** Downtime action

ACROBATICS (Dex, Core 240) Balance ➤, Tumble Through ➤

Trained Maneuver in Flight ➤, Squeeze^E

ARCANA (Int, Core 241) Recall Knowledge ➤ (Core 238)

Trained Borrow an Arcane Spell^E, Decipher Writing^E (Core 234), Identify Magic^E (Core 238), Learn a Spell^E (Core 238)

ATHLETICS (Str, Core 241) Climb ➤, Force Open ➤, Grapple ➤, High Jump ➤➤, Long Jump ➤➤, Shove ➤, Swim ➤, Trip ➤

Trained Disarm ➤

CRAFTING (Int, Core 243) Recall Knowledge ➤ (Core 238), Repair^E

Trained Craft^D, Earn Income^D (Core 236), Identify Alchemy^E

DECEPTION (Cha, Core 245) Create a Diversion ➤, Impersonate^E, Lie

Trained Feint ➤

DIPLOMACY (Cha, Core 246) Gather Information^E, Make an Impression^E, Request ➤

INTIMIDATION (Cha, Core 247) Coerce^E, Demoralize ➤

LORE (Int, Core 247) Recall Knowledge ➤ (Core 238)

Trained Earn Income^D (Core 236)

MEDICINE (Wis, Core 248) Administer First Aid ➤➤, Recall Knowledge ➤ (Core 238)

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

NATURE (Wis, Core 249) Command an Animal ➤, Recall Knowledge ➤ (Core 238)

Trained Identify Magic^E (Core 238), Learn a Spell^E (Core 238)

OCCULTISM (Int, Core 249) Recall Knowledge ➤ (Core 238)

Trained Decipher Writing^E (Core 234), Identify Magic^E (Core 238), Learn a Spell^E (Core 238)

PERFORMANCE (Cha, Core 250) Perform ➤

Trained Earn Income^D (Core 236)

RELIGION (Wis, Core 250) Recall Knowledge ➤ (Core 238)

Trained Decipher Writing^E (Core 234), Identify Magic^E (Core 238), Learn a Spell^E (Core 238)

SOCIETY (Int, Core 250) Recall Knowledge ➤ (Core 238), Subsis^D (Core 240)

Trained Create Forgery^D, Decipher Writing^E (Core 234)

STEALTH (Dex, Core 251) Conceal an Object ➤, Hide ➤, Sneak ➤

SURVIVAL (Wis, Core 252) Sense Direction^E, Subsis^D (Core 240)

Trained Cover Tracks^E, Track^E

THIEVERY (Dex, Core 253) Palm an Object ➤, Steal ➤

Trained Disable a Device ➤➤, Pick a Lock ➤➤

SPECIFIC SKILL DCS

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

EARN INCOME TASKS The task level is typically the settlement's level, and its DC uses the task level. Typical levels: village 0–1, town 2–4, city 5–7.

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

IDENTIFY MAGIC OR LEARN A SPELL Use the DC for the spell or item's level, adjusted by rarity; use the incredibly hard adjustment for cursed items.

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

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

SOCIAL SKILLS Use Will DC if known; if not, improvise a level.

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

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SIMPLE DCS

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

DCS BY LEVEL

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

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

* 10th-level spells are usually uncommon or rare, so their difficulty should be adjusted accordingly.

DC ADJUSTMENTS

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

CREATURE IDENTIFICATION

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

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

DETECTING CREATURES

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

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

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

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

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

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

EXPLORATION ACTIVITIES

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

AVOID NOTICE Use Stealth to avoid being noticed.

DEFEND Raise a Shield before your first turn begins.

DETECT MAGIC (concentrate) Detect magic at regular intervals.

FOLLOW THE EXPERT (audible, concentration, visual) Gain bonus with a skill from an expert ally. Add your level if untrained, and get +2 circumstance bonus (+3 if ally is master, +4 if ally is legendary).

HUSTLE Move at double Speed for up to Con × 10 min. (Minimum 10 min.)

INVESTIGATE (concentrate) Use Recall Knowledge to discover clues.

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

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

SEARCH (concentrate) Seek for hidden doors and hazards.

FALLING DAMAGE

When you fall more than 5 feet, take bludgeoning damage equal to half the distance you fell. If you take any damage, you land prone. If you fall into water or a soft substance, calculate damage as though the fall were 20 feet shorter.

STRUCTURES

Door	Climb DC	Hardness, HP (BT)
Wood	20	10, 40 (20)
Stone	30	14, 56 (28)
Reinforced wood	15	15, 60 (30)
Iron	30	18, 72 (36)
Wall	Climb DC	Hardness, HP (BT)
Crumbling masonry	15	10, 40 (20)
Wooden slats	15	10, 40 (20)
Masonry	20	14, 56 (28)
Hewn stone	30	14, 56 (28)
Iron	40	18, 72 (36)
Portcullis	Climb DC	Hardness, HP (BT)
Wood	10	10, 40 (20)
Iron	10	18, 72 (36)

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