

Damage and Healing (p.250-252)

Taking Damage: First lose Stamina Points, then lose Hit Points. When damage is equal to or greater than your Hit Points, you're reduced to 0 Hit Points (can't go below 0) and are unconscious and dying.

Massive Damage: If you take damage once you hit 0 HP and it is equal to or greater than your MAX HP, die

Dying: While dying, lose 1 Resolve Point each round at the end of your turn until dead or stable. If you take damage while dying, lose 1 RP from first source and then another each time damage is more than half your health (per turn)

Stabilizing: Can stabilize with DC 15 Medicine check, spells, or spending Resolve Points equal to 1/4 your max RP (min 1, max 3) to remain at 0 HP and unconscious but not dying. If stable, can spend 1 RP to regain 1 HP and then take rest of your turn. Cannot spend RP to stabilize and to regain 1 HP in same round

Recovering Stamina: Regain all stamina by spending 1 RP and taking a rest for 10 mins (uninterrupted). A full night's rest (8 hours) will also regain all SP

Recovering Hit Points: Full night's rest recovers 1 HP per character level. Complete bed rest (24 hours) will recover 2 HP per character level.

Recovering Resolve: Resolve Points can be recovered fully with 8 hours of rest (once per day)

Cover (p.253-254)

| TYPE | AC BONUS | REFLEX SAVE BONUS |
|----------|----------|-------------------|
| Soft | +4 | - |
| Partial | +2 | +1 |
| Regular | +4 | +2 |
| Improved | +8 | +4 |
| Total* | - | - |

*Total cover completely blocks line of effect

Concealment (p.253)

| TYPE | MISS CHANCE |
|---------|-------------|
| Regular | 20% |
| Total | 50% |

Long-Term Stability (p.251)

| CONSTITUTION CHECK RESULT | OUTCOME |
|---------------------------|------------------------------------|
| 20 or higher | Heal 1 HP, regain consciousness |
| 10 - 19 | Remain stable, new check in 1 hour |
| 9 or lower | Die |

Actions In Combat (p.244)

Standard Action

Activate Item
Attack (melee/ranged)
Cast a Spell
Combat Maneuver
Maintain Spell (Concentrate)
Covering Fire
Dismiss a Spell
Feint
Fight Defensively
Harrying Fire
Total Defense
Use Special Ability

Move Action

Crawl
Direct/Redirect Effect
Draw/Sheathe a Weapon
Guarded Step
Manipulate an Item
Move Your Speed
Reload
Stand Up

Swift Action

Change Grips
Drop Prone

Reaction

Attack of Opportunity

Full Action

Charge
Coup de Grace
Fight Defensively
Full Attack
Run
Withdraw

Other Actions

Combat Banter
Delay
Drop an Item
Ready an Action
Use a Skill

Common Conditions (p.273)

Encumbered: Speeds reduced by 10 feet, max Dex bonus to AC reduced to +2 and take -5 to Str and Dex checks

Entangled: Move half speed; cannot run/charge; take -2 penalty to AC, attack rolls, Reflex saves, initiative checks and Dex based skill and ability checks

Exhausted: Move half speed; cannot run/charge; -3 to AC, attack rolls, melee damage rolls, Reflex saves, initiative checks, and Str/Dex skill and ability checks; reduce encumbered limit by 3 bulk

Fatigued: Can't run/charge; -1 to AC, attack rolls, melee damage rolls, Reflex saves, initiative checks, STR and Dex skill/ability checks; reduce encumbered limit by 1 bulk

Flat-Footed: -2 to AC and cannot take reactions or make attacks of opportunity

Grappled: Cannot move or take two-handed actions; -2 to AC, most attack rolls, Reflex saves, initiative checks and Dex based skill/ability checks; cannot make attacks of opp.

Nauseated: Unable to attack, cast spells, or concentrate on spells, and only action you can take is 1 move per turn

Off-Kilter: Can't take move actions except to right self; -2 penalty to attacks and you're Flat-Footed

Off-Target: -2 penalty to attack rolls

Overburdened: Speed is 5ft; max Dex bonus to AC is +0; -5 to Str and Dex based checks

Pinned: Can't move, Flat-Footed, Grappled at -4 (not -2)

Prone: -4 to melee attacks, +4 ranged AC, -4 melee AC

Shaken: -2 to ability checks, attack rolls, saving throws, and skill checks

Sickened: -2 to ability checks, attack rolls, weapon damage rolls, saving throws and skill checks

Staggered: One move or standard action per round only, can't take reactions, but can take swift actions normally

Stunned: Drop held items, no actions, Flat-Footed

Common Combat Actions (p.244)

Charge: Full action, move up to double speed in straight line, make single attack at -2, -2 AC until start of next turn

Covering Fire: Standard action, ranged attack vs AC 15, no damage, ally gains +2 AC on next attack

Feint: Standard action, Bluff check (DC = 10+ foe's Sense Motive or 15 + 1.5 x foe's CR), opponent is flat-footed (-2 AC) against your next attack

Fight Defensively: Standard or full action, -4 to attack rolls, +2 AC until next turn

Full Attack: Full action, two attacks at -4 each

Harrying Fire: Standard action, ranged attack vs AC 15, no damage, ally gains +2 to next attack vs. target

Total Defense: Standard action, +4 AC until next turn

Combat Maneuvers (p.246)

Standard Action, melee attack vs. KAC + 8

Bull Rush: Push target 5ft + 5ft for every 5 by which your attack roll exceeds target's KAC + 8

Dirty Trick: Target is blinded, deafened, entangled, off-target, shaken or sickened for 1 round, +1 round for every 5 by which attack roll exceeds target's KAC + 8

Disarm: Target drops 1 held item and you can grab it

Grapple: Target gains grappled condition, or pinned condition if attack roll exceeds their KAC + 13

Reposition: Move target 5ft within reach, +5ft for every 5 by which attack roll exceeds target's KAC + 8

Sunder: Deal damage to 1 object held by target or accessible on the target's body

Trip: Knock target prone, or knock it off-kilter in zero-g

Zero Gravity (p.402)

Without a means of magical flight or propulsion, a creature in zero-g can't take move actions to move its speed, crawl or take a guarded step. If a creature is adjacent to or in the same square as an object or another creature one size smaller than itself or larger it can take a move action to push off that object or creature, moving at half speed in direction of choosing; if that object or creature is moveable, it begins moving in the opposite direction at the same speed.

A creature continues to move in that direction at the same speed at the beginning of its turn each round (without taking an action); it must move the full distance unless it is able to change its motion in some fashion (costing a move action). If it moves into a solid object it must succeed a DC 20 Acrobatics or Athletics check to safely stop; failure means that creature gains the off-kilter condition. The second creature must also succeed on the same test with the same results.

Weapons in Zero-G: Thrown weapons have range increments multiplied by 10. Also all ranged weapons no longer have a max number of range increments - wielder simply continues to accrue penalties the farther away the target is.

MAKING SKILL CHECKS (p.133)

| SKILL CHECK TYPE | WHAT TO ROLL |
|---------------------|--|
| Trained class skill | 1d20 + skill ranks + 3 + ability score modifier + other mods |
| Trained skill | 1d20 + skill ranks + ability score modifier + other mods |
| Untrained skill | 1d20 + ability score modifier + other mods |

Armor check penalties apply to most Str/Dex based skill checks

Aid Another: GM may allow you to aid someone on a skill check. Perform the same check at DC 10 and if you succeed, the other character gets +2 on their check
Take 10: When not in danger or distracted, GM may let you take 10. Do not roll d20, instead assume you rolled a 10 and add the usual modifiers (see above)

Take 20: When you have plenty of time to devote to a task that has no adverse effect on failure, GM may allow you to take 20. Same as above but with a 20.

COMMON AND OBSCURE SKILL CHECKS

Acrobatics (p.135-136)

| TUMBLE | DC |
|------------------------------|--------------------------|
| SITUATION | |
| Move through threatened area | 15 + 1.5 x opponent's CR |
| Move through enemy's space | 20 + 1.5 x opponent's CR |

DC increased by 2 for each additional opponent avoided in 1 round

| FLY | DC | CHECK REQUIRED? | TAKE 10? |
|--------------------------|----|-----------------|----------|
| WIND CONDITIONS | | | |
| Light/Moderate (0-20mph) | 15 | No | Yes |
| Strong (21-30mph) | 17 | No | Yes |
| Severe (31-50mph) | 19 | No | Yes |
| Windstorm (51-74mph) | 27 | Yes | No |
| Hurricane (75-174mph) | 33 | Yes | No |
| Tornado (175+mph) | 39 | Yes | No |

Athletics (p.136-137)

| CLIMB | DC |
|---|----|
| OBJECT BEING CLIMBED | |
| Slope larger than 45 degrees, a ladder, or a knotted rope with a wall to brace against | 5 |
| Unknotted cable/rope with wall to brace against, or knotted rope w/o wall to brace against | 10 |
| Rough surface/wall with handholds, an unknotted cable/rope without wall to brace against, or ledge from which your are dangling by your hands | 15 |
| Uneven surface with narrow handholds | 20 |
| Relatively smooth surface with occasional handholds | 25 |
| Overhang/ceiling with handholds only | 30 |
| Perfectly smooth surface | - |

Diplomacy (p.139-140)

| CHANGE ATTITUDE | DC MODIFIER |
|------------------|---------------------------------------|
| INITIAL ATTITUDE | |
| Hostile | +10 |
| Unfriendly | +5 |
| Indifferent | +0 |
| Friendly | -5 |
| Helpful | Cannot improve attitude above helpful |

| GATHER INFORMATION | DC |
|---------------------------------|---------------------|
| INFORMATION SOUGHT | |
| Common facts/rumors | 10 |
| Obscure/secret info | 20+ |
| Prominent/well-known individual | 5 + character's CR |
| Average/ordinary individual | 10 + character's CR |
| Mysterious/obscure individual | 15 + character's CR |

Engineering (p.141-142)

| DISABLE DEVICE | | | |
|----------------|--|------------|-------------------|
| Device | EXAMPLE | TIME | DC |
| Simple | Jam door | 1 round | 10 |
| Tricky | Sabotage simple propulsion system | 1d4 rounds | 15 |
| Difficult | Disarm/reset sentry turret or similar trap | 2d4 rounds | 20 |
| Complex | Disarm explosive or security system from control panel | 2d4 rounds | 25 |
| Equipment | Disable armor upgrade, powered armor, weapon | 2d4 rounds | 15+1.5 x item lvl |
| Simple Lock | - | 1 round | 20 |
| Avg. Lock | - | 1 round | 25 |
| Good Lock | - | 1 round | 30 |
| Superior Lock | - | 1 round | 40 |

Perception (p.144-145)

| NOTICE/SEARCH | DC |
|---|--------------------------|
| CIRCUMSTANCE | |
| Hear the sound of battle | 0 |
| Notice smell of a garbage processor | 0 |
| Detect smell of smoke | 0 |
| Hear details of conversation | 0 |
| Notice creature in plain sight | 0 |
| Determine if food is spoiled | 5 |
| Hear walking creature (small/med.) | 10 |
| Hear details of whispered conversation | 15 |
| Find typical unmarked cargo hatch | 15 |
| Hear sound of automatic door opening | 20 |
| Find typical secret compartment | 20 |
| Hear pistol being drawn | 20 |
| Sense creature burrowing 5 ft below you | 25 |
| Notice someone picking your pocket | Opposed: Sleight of hand |
| Notice creature using stealth | Opposed: Stealth |
| Find hidden trap | Varies by trap |

Mysticism (p.143-144)

| TASK | DC |
|---------------------------|-----------------------|
| Disable Magic Device | as Engineering |
| Identify Magic Item | 15 + 1.5 x item level |
| Identify Spell Being Cast | 10 + 5 x spell level |

Piloting (p.145-146)

| FAMILIARITY | DC |
|---------------------------------|----|
| Frequently visited or home base | 10 |
| Seldom visited | 15 |
| Unfamiliar | 20 |

Recall Knowledge (p.133)

| QUESTION DIFFICULTY | BASE DC |
|--------------------------|---------|
| Really easy questions | 5 |
| Average questions | 15 |
| Very difficult questions | 20 - 30 |

Repair Magic Item/Tech. (p.142-144)

Technological items are repaired using Engineering; magical items are repaired using Mysticism. Hybrid items are repaired with either skill. A successful check restores HP to item equal to check result

| ITEM | EXAMPLE | TIME | DC |
|---------------|------------------|--------|-----------------|
| Simple Tech. | Door/wall | 10mins | 15 |
| Complex Tech. | Circuit Board | 30mins | 20 |
| Equipment | Weapon / Armor | 1hr | 15+1.5xitem lvl |
| Magic Item | Staff of healing | 1hr | 15+1.5xitem lvl |

SKILL SUMMARIES (p.134 - 149)

| SKILL | UNTRAINED? | ABILITY | PAGE |
|------------------|------------|------------------|------|
| Acrobatics | YES | Dex * | 135 |
| Athletics | YES | Str * | 136 |
| Bluff | YES | Cha | 137 |
| Computers | NO | Int | 137 |
| Culture | NO | Int | 139 |
| Diplomacy | YES | Cha | 139 |
| Disguise | YES | Cha | 140 |
| Engineering | NO | Int | 141 |
| Intimidate | YES | Cha | 142 |
| Life Science | NO | Int | 142 |
| Medicine | NO | Int | 143 |
| Mysticism | NO | Wis | 143 |
| Perception | YES | Wis | 144 |
| Physical Science | NO | Int | 145 |
| Piloting | YES | Dex | 145 |
| Profession | NO | Cha, Int, or Wis | 146 |
| Sense Motive | YES | Wis | 146 |
| Sleight of Hand | NO | Dex * | 146 |
| Stealth | YES | Dex * | 147 |
| Survival | YES | Wis | 148 |

* = Armor check penalty applies