

CMB = BAB + STR mod + size mod  
 CMD = BAB + STR mod + DEX mod + size mod +10

## COMBAT MANEUVERS

<b>Bull Rush</b>	Push target 5ft + 5ft per 5 CMD is exceeded
<b>Dirty Trick</b>	Impose condition for 1 round, undone by move action
<b>Disarm</b>	Drops 1 item, 2 if CMD is exceeded by 10
<b>Drag</b>	Pull opponent 5ft +5ft per 5 CMD is exceeded
<b>Feint</b>	(DC 10 + BAB + Wis) or (DC 10 + sense motive) bluff check. For next melee attack opponent is denied Dex to AC (-4 penalty vs non humanoids)
<b>Grapple</b>	Target and attacker gain grappled condition
<b>Overrun</b>	Move through target, knocked prone if exceeded by 5
<b>Reposition</b>	move foe 5 ft to adjacent space (+5ft per 5 CMD is exceeded)
<b>Steal</b>	Take a item that is neither held nor in a bag
<b>Sunder</b>	Deal damage to held or worn item
<b>Trip</b>	Knock target prone, attacker gains prone if failed by 10

## CONCENTRATION CHECKS

Situation	Concentration DC
Cast defensively	15 + 2x spell lvl
Damage	10 + damage + spell lvl
Continuous damage	10 + 1/2 damage + spell lvl
Hit by non-damaging spell	DC of spell + spell lvl
Grappled or pinned	10 + grappler's CMB
Vigorous motion	10 +spell lvl
Violent motion	15 + spell lvl
Extremely violent motion	20 + spell lvl
Wind with rain or sleet	5 + spell lvl
Wind with hail and debris	10 + spell lvl
Weather caused by spell	see spell
Entangled	15 + spell lvl

**Concentration Check:** d20 + Caster Lvl + Spell Mod.

## CURE SPELLS AND POTIONS

Spell	Cast	Potion
Light	1d8 + 1/CL (max 5)	1d8 + 1
Moderate	2d8 + 1/CL (max 5)	2d8 + 3
Serious	3d8 + 1/CL (max 5)	3d8 + 5
Critical	4d8 + 1/CL (max 5)	4d8 + 5

## ARMOR CLASS MODIFIERS

Defender is...	Melee	Ranged
Behind cover	+4	+4
Blinded	-2 <sup>1</sup>	-2 <sup>1</sup>
Concealed or invisible	partial 20%, total 50% .	
Cowering	-2 <sup>1</sup>	-2 <sup>1</sup>
Entangled	+0 <sup>2</sup>	+0 <sup>2</sup>
Flat-footed	+0 <sup>1</sup>	+0 <sup>1</sup>
Grappling (attacker is not)	+0 <sup>1</sup>	+0 <sup>1</sup>
Helpless	-4 <sup>3</sup>	+0 <sup>3</sup>
Kneeling or sitting	-2	+2
Pinned	-4 <sup>3</sup>	+0 <sup>3</sup>
Prone	-4	+4
Squeezing through a space	-4	-4
Stunned	-2 <sup>1</sup>	-2 <sup>1</sup>

- 1 Defender loses any DEX bonus to AC.
- 2 Entangled character takes -4 penalty to DEX.
- 3 Defender is flat-footed and cannot add DEX bonus to AC

## ATTACK ROLL MODIFIERS

Attacker is...	Melee	Ranged
Dazzled	-1	-1
Entangled	-2 <sup>1</sup>	-2 <sup>1</sup>
Flanking defender	+2	—
Invisible	+2 <sup>2</sup>	+2 <sup>2</sup>
On higher ground	+1	+0
Prone	-4	— <sup>3</sup>
Shaken or frightened	-2	-2
Squeezing through a space	-4	-4

- 1 An entangled character also takes a -4 penalty to DEX
- 2 The defender loses any DEX bonus to AC
- 3 Most ranged weapons can't be used if attacker is prone.

## SKILLS

Acrobatics	DC
Move through threatened area	CMD
Move through enemy space	CMD + 5
Long Jump	Distance
High Jump	4 x Height
<b>Heal</b>	<b>DC</b>
Base	15
Deadly wounds	20
Treat Disease/Poison	Save DC

Knowledge	DC
Easy	10
Basic	15
Hard	20+
Aura with (detect magic)	15 + Spell Lvl
Identify spell effect	20 + Spell Lvl
Identify unsafe construction	10
Know proper etiquette	15
Know Obscure event/person	20
Identify common plant/animal	10
Know planar origin	20
Recognize common deity	10
Know abilities / weaknesses	10 + CR
Perception	DC
Smell Smoke	0
Hear conversation	0
Hear walking creature	10
Hear whispered conversation	15
Find avg concealed door	15
Find avg secret door	20
Notice stealthed creature	Opposed Stealth
Identify potion (Taste)	15 + Caster Lvl
Climb	DC
Steep slope	0
Knotted Rope	5
Rough wall	10
Rope, handholds	15
Narrow handholds	20
Brick wall	25
Smooth wall	—
Disable Device	DC
Simple	10 - 1 round
Tricky	15 - 1d4 rounds
Difficult	20 - 2d4 rounds
Extreme	25 - 3d4 rounds
Ride	DC
Guide with knees	5
Stay in saddle	5
Fight with combat mount	10
Cover, soft fall, leap, spur	15
Control mount in battle	20
Fast mount/dismount	20

Spellcraft	DC
Identify spell being cast	15 + Spell Lvl
Learn a spell from book	15 + Spell Lvl
Prepare from borrowed book	15 + Spell Lvl
Identify magic item powers	15 + Item's Caster Lvl
Decipher scroll	20 + Spell Lvl

Swim	DC
Calm	10
Rough	15
Stormy	20

Diplomacy	DC
Hostile	25 + Cha modifier
Unfriendly	20 + Cha modifier
Indifferent	15 + Cha modifier
Friendly	10 + Cha modifier
Helpful	0 + Cha modifier

Bluff	DC
The target wants to believe you	+5
The lie is believable	+0
The lie is unlikely	-5
The lie is far-fetched	-10
The lie is impossible	-20
The target is drunk or impaired	+5
You possess convincing proof	up to +10

## QUICK TEMPLATES

### Advanced Creature (CR +1):

+2 on all rolls (including damage) and special ability DCs;  
+4 to AC and CMD; +2 hp/HD

### Giant Creature (CR +1):

+2 on all rolls based on Str or Con;  
-2 on all Dex-based rolls; +2 hp/HD

### Young Creature (CR -1):

+2 on all Dex-based rolls;  
-2 on all other rolls; -2 hp/HD

**Fight Defensively:** -4 on all attack rolls, +2 AC till next turn

**Total Defense:** +4 dodge bonus to AC, No AoO

**Run:** Full round action, x4 speed, Lose Dex to AC

**Charge:** Full round, x2 speed in straight line, +2 attack, -2 AC

**Aid Another:** Standard action, (AC 10) +2 attack/+2 AC

**Coup de Grace:** Full round, helpless opponent, auto-crit, if opponent survives they must make a Fortitude save (DC 10 + damage dealt) or die.

## COMMON CONDITIONS

**Bleed:** Takes X damage at the beginning of its turn. Stopped by DC 15 heal check or any healing by a spell.

**Blinded:** Takes -2 to AC, loses Dex bonus to AC, -4 penalty on most Str and Dex based skill checks. All opponents gain 50% concealment. Moving over ½ speed requires dc 10 Acrobatics

**Confused:** allies must succeed on touch attack to cast beneficial spells on subject. 1d4, 1 – Act normally, 2 – Babble, 3 – deal 1d8 + Str Dmg to self, 4 – Atk nearest creature.

**Cowering:** Take no actions, -2 to AC and loose Dex bonus to AC.

**Dazed:** Take no actions.

**Dazzled:** Takes -1 to ATK and Perception.

**Deafened:** Takes -4 to Init, 20% spell failure V component spells

**Disabled:** After Stabilized. Takes a standard or move action, but not both.

**Dying:** Unconscious, DC 10 Con check stabilizes

**Entangled:** move at ½ speed, cannot run or charge, -2 Atk - 4 Dex. DC 15+ spell lvl concentration check, or loose spell

**Exhausted:** moves at ½ speed, cannot run or charge, -6 to Dex and Str.

**Fascinated:** Stands or sits quietly, - 4 to any reaction skill checks. A threatening auction negates.

**Fatigued:** Can't run or charge –2 to STR and DEX. Anything tha causes fatigue causes exhausted condition. 8 hours rest to remove.

**Flat Footed:** Has not acted in combat. Loses Dex to AC and CMD, cannot make AoO.

**Frightened:** Flees source of fear, - 2 Atk, saving throws, Skill and ability checks. May fight if cornered.

**Grappled:** Takes - 4 to Dex, -2 Atk and CMD except to escape grapple. DC 10 + Grappler's CMB + Spell lvl concentration check to cast. No AoO.

**Helpless:** Takes Dex = 0, +4 to hit target.\

**Incorporeal:** immune to non-magical attacks, ½ dmg from magic, but full dmg from force attacks

**Invisible:** Takes +2 Atk against sighted opponents, Ignored Dex bonus to opponent's AC.

**Nauseated:** Take only a move action

**Panicked:** Drop held objects and flee at top speed along a random path, take - 2 on all saving throws, skill checks, and ability checks. Cowers if cornered.

**Paralyzed:** Cannot move or act, Dex and Str = 0 and is helpless

**Pinned:** Cannot move, -4 to Ac and loose Dex bonus to AC, DC 10 + Grapplers CMB + Spell lvl to cast, cannot cast S component spells.

**Prone:** Take -4 to melee attack rolls, cannot use bows. +4 AC vs ranged attacks, but -4 AC vs melee attacks.

**Shaken:** Takes -2 to Atk, Saving throws, skill and ability checks

**Sickened:** Takes -2 to Atk, Dmg rolls, Saving throws, skill and ability checks

**Staggered:** Take move or standard action, but not both.

**Stunned:** Drops held objects, no actions, - 2 AC and loses Dex bonus to AC. Attackers get +4 CMB.

## IDENTIFYING MONSTERS

Task	Knowledge DC
Common Monster	5 + CR <sup>2</sup>
Normal Monster	10 + CR <sup>2</sup>
Rare Monster	15 + CR <sup>2</sup>
Ethnicity or accent	10 (geography)
Planar origin	20 (planes)

**Aberration** dungeoneering

**Animal** nature

**Construct** arcana

**Dragon** arcana

**Fey** nature

**Humanoid** local

**Magical Beast** arcana

**Monstrous Humanoid** nature

**Ooze** dungeoneering

**Outsider** planes

**Plant** nature

**Undead** religion

## IDENTIFY MUNDANE TREASURE

Task	Appraise DC
Value of common item	20 <sup>1</sup>
Value of rare/exotic item	25 or more <sup>1</sup>
Most valuable item in hoard	20

<sup>1</sup> Success by 5 or more also reveals if item is magic

## IDENTIFY MAGICAL TREASURE

Appraise	DC
Determine an item is magic	25 or more

### Knowledge (arcana)

Clue to item's command word	Chocolate Chip
Identify aura with detect magic	2 or lower
Identify command word	3 or lower
Identify magically made materials	4 or lower

### Perception

Identify a potion by taste
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### Spellcraft

Decipher a scroll
Identify a cursed magic item
Identify a magic item with detect magic