

COMMON CONDITIONS

BLEED

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

BLINDED

Take -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

Take -1 to ATK and Perception.

DEAFENED

Take -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. Penalty equal to negative hit points.

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

Stand or sit quietly, - 4 to any reaction skill checks. A threatening auction negates.

FLAT FOOTED

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

FRIGHTENED

Flee source of fear, - 2 Atk, saving throws, Skill and ability checks. May fight if cornered.

GRAPPLED

Take - 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

Take Dex = 0, +4 to hit target.

INCORPOREAL

Immune to non-magical attacks, ½ dmg from magic, but full dmg from force attacks

INVISIBLE

Take +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

Take -2 to Atk, Saving throws, skill and ability checks

SICKENED

Take -2 to Atk, Dmg rolls, Saving throws, skill and ability checks

STAGGERED

Take move or standard action, but not both.

STUNNED

Drop held objects, no actions, - 2 AC and loses Dex bonus to AC. Attackers get +4 CMB.

ACTIONS IN COMBAT

These are the most basic types of actions available during combat. A typical round represents about 6 seconds in the game world. The following are the sets of actions that can be taken in one round (you do not have to use all of them):

- *One standard, one move, one swift, free actions*
- *Two moves, one swift, free actions*
- *Full-round action, one swift, free actions*

A complete list of types of actions can be found in the Pathfinder RPG Core Rulebook, page 183.

Standard Actions: One attack roll, one spell with a casting time of 1 standard action, drinking one potion, using most special abilities.

Move Actions: Traveling your movement speed, drawing a weapon, opening a door, dismounting a steed, loading a light or hand crossbow, getting something out of a pack.

Swift Action: Specific class features, quickened spells

Full-Round Actions: Making more than one attack, charging an enemy, loading a heavy or repeating crossbow, running.

Free Actions: Can be done at any time during your turn for free. Includes speaking and dropping an item.

ADVANCED COMBAT ACTIONS

You can do more in battle than simply swing or shoot a weapon. On your turn you might attempt any of the following actions to hinder your opponents or aid your allies.

Aid Another: Sometimes the best way to defeat a foe is to help an ally. To do this, you must be in a position to attack your ally's opponent and make an attack roll against AC 10. If you succeed, your ally gains your choice of either a +2 bonus on his next attack roll against that opponent or a +2 bonus on his AC against that opponent's next attack.

Charge: You rush at an enemy in a reckless rush. By moving at least 10 feet in a straight line at your foe, you gain a +2 bonus on one attack roll but take a -2 penalty to your AC until the start of your next turn.

Coup de Grace: As a full-round action, you can use a melee weapon to deliver a coup de grace (pronounced "coo day grahs") to a helpless opponent. You can also use a bow or crossbow, provided you are adjacent to the target.

You automatically hit and score a critical hit. If the defender survives the damage, he must make a Fortitude save (DC 10 + damage dealt) or die. A rogue also gets her extra sneak attack damage against a helpless opponent when delivering a coup de grace.

Delay: By choosing to delay, you take no action and then act normally on whatever initiative count you decide to act. When you delay, you voluntarily reduce your own initiative result for the rest of the combat.

Feint: You can attempt to feint an opponent as a standard action. You attempt a Bluff check and if successful, the target does not gain their Dex bonus against your next attack. This attack must be made on or before your next turn.

Fight Defensively: You can choose to fight defensively when attacking. If you do so, you take a -4 penalty on all attacks in a round to gain a +2 dodge bonus to AC until the start of your next turn.

Combat Maneuvers: There's more to combat than just striking a foe with your weapon. The following are maneuvers any character might perform.

Bull Rush Push target 5ft + 5ft per 5 CMD is exceeded

Dirty Trick Impose condition for 1 round, undone by move action

Disarm Drops 1 item, 2 if CMD is exceeded by 10

Drag Pull opponent 5ft +5ft per 5 CMD is exceeded

Feint (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)

Grapple Target and attacker gain grappled condition

Overrun Move through target, knocked prone if exceeded by 5

Reposition Move foe 5 ft to adjacent space (+5ft per 5 CMD is exceeded)

Steal Take a item that is neither held nor in a bag

Sunder Deal damage to held or worn item

Trip Knock target prone, attacker gains prone if failed by 10

Flanking: When a character or enemy is in battle with foes directly on opposite sides of him (directly in front and behind for example), he is considered "flanked." Those who attack a flanked foe gain a +2 bonus on melee attack rolls against that foe.

Ready: You can ready a standard action, a move action, a swift action, or a free action. To do so, specify the action you will take and the conditions under which you will take it. Then, anytime before your next action, you may take the readied action in response to that condition.

Run: You can run as a full-round action. If you do, you do not also get a 5-foot step. When you run, you can move up to four times your speed in a straight line (or three times your speed if you're in heavy armor). You lose any Dexterity bonus to AC unless you have the Run feat.

Total Defense: You can defend yourself as a standard action. You get a +4 dodge bonus to your AC for 1 round. Your AC improves at the start of this action. You can't combine total defense with fighting defensively or with the benefit of the Combat Expertise feat. You can't make attacks of opportunity while using total defense.

Withdraw: Withdrawing from melee combat is a full-round action. When you withdraw, you can move up to double your speed. The square you start out in is not considered threatened by any opponent you can see, and therefore visible enemies do not get attacks of opportunity against you when you move from that square.

SPECIAL SKILL RULES

Here are a few special rules that allow players to better utilize their skills and aid others with theirs.



TAKING 10 AND TAKING 20

A skill check represents an attempt to accomplish some goal, usually while under some sort of time pressure or distraction. Sometimes, though, a character can use a skill under more favorable conditions, increasing the odds of success.

Taking 10:

When your character is not in immediate danger or distracted, you may choose to take 10. Instead of rolling 1d20 for the skill check, calculate your result as if you had rolled a 10. For many routine tasks, taking 10 makes them automatically successful. Distractions or threats (such as combat) make it impossible for a character to take 10. In most cases, taking 10 is purely a safety measure—you know (or expect) that an average roll will succeed but fear that a poor roll might fail, so you elect to settle for the average roll (a 10). Taking 10 is especially useful in situations where a particularly high roll wouldn't help.

Taking 20:

When you have plenty of time, you are faced with no threats or distractions, and the skill being attempted carries no penalties for failure, you can take 20. In other words, if you roll a d20 enough times, eventually you will get a 20. Instead of rolling 1d20 for the skill check, just calculate your result as if you had rolled a 20.

Taking 20 means you are trying until you get it right, and it assumes that you fail many times before succeeding. Taking 20 takes 20 times as long as making a single check would take (usually 2 minutes for a skill that takes 1 round or less to perform).

Since taking 20 assumes that your character will fail many times before succeeding, your character would automatically incur any penalties for failure before he or she could complete the task (hence why it is generally not allowed with skills that carry such penalties). Common "take 20" skills include Disable Device (when used to open locks), Escape Artist, and Perception (when attempting to find traps).

Ability Checks and Caster Level Checks:

The normal take 10 and take 20 rules apply for ability checks. Neither rule applies to concentration checks or caster level checks.

AID ANOTHER

You can help someone achieve success on a skill check by making the same kind of skill check in a cooperative effort. If you roll a 10 or higher on your check, the character you're helping gets a +2 bonus on his or her check. (You can't take 10 on a skill check to aid another.) In many cases, a character's help won't be beneficial, or only a limited number of characters can help at once.

In cases where the skill restricts who can achieve certain results, such as trying to open a lock using Disable Device, you can't aid another to grant a bonus to a task that your character couldn't achieve alone. The GM might impose further restrictions to aiding another on a case-by-case basis as well.

TRAINED SKILLS

To use certain skills you must have at least 1 rank in the skill to use it.

The following are skills you must be trained in to use:

- Disable Device**
- Handle Animal**
- Any Knowledges**
- Linguistics**
- Profession**
- Sleight of Hand**
- Spellcraft**
- Use Magic Device**

ACTIONS IN COMBAT

STANDARD ACTIONS

Action	Provoke
Attack (melee)	No
Attack (ranged)	Yes
Attack (unarmed)	Yes
Activate a magic item other than a potion or oil	No
Aid another	Maybe ¹
Cast a spell (1 standard action casting time)	Yes
Channel energy	No
Concentrate to maintain an active spell	No
Dismiss a spell	No
Draw a hidden weapon (see Sleight of Hand skill)	No
Drink a potion or apply an oil	Yes
Escape a grapple	No
Feint	No
Light a torch with a tindertwig	Yes
Lower spell resistance	No
Read a scroll	Yes
Ready (triggers a standard action)	No
Stabilize a dying friend (see Heal skill)	Yes
Total defense	No
Use extraordinary ability	No
Use skill that takes 1 action	Usually
Use spell-like ability	Yes
Use supernatural ability	No

MOVE ACTIONS

Action	Provoke
Move	Yes
Control a frightened mount	Yes
Direct or redirect an active spell	No
Draw a weapon ²	No
Load a hand crossbow or light crossbow	Yes
Open or close a door	No
Mount/dismount a steed	No
Move a heavy object	Yes
Pick up an item	Yes
Sheathe a weapon	Yes
Stand up from prone	Yes
Ready or drop a shield ²	No
Retrieve a stored item	Yes

FULL-ROUND ACTIONS

Action	Provoke
Full attack	No
Charge ³	No
Deliver coup de grace	Yes
Escape from a net	Yes
Extinguish flames	No
Light a torch	Yes
Load a heavy or repeating crossbow	Yes
Lock or unlock weapon in locked gauntlet	Yes
Prepare to throw splash weapon	Yes
Run	Yes
Use skill that takes 1 round	Usually
Use a touch spell on up to six friends	Yes
Withdraw ³	No

FREE ACTIONS

Action	Provoke
Cease concentration on a spell	No
Drop an item	No
Drop to the floor	No
Prepare spell components to cast a spell ⁴	No
Speak	No

1 If you aid someone performing an action that would normally provoke an attack of opportunity, then the act of aiding another provokes an attack of opportunity as well.

2 If you have a base attack bonus of +1 or higher, you can combine one of these actions with a regular move. If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.

3 May be taken as a standard action if you are limited to taking only a single action in a round.

4 Unless the component is an extremely large or awkward item