

PATHFINDER

QUICK REFERENCE GUIDE

LEVELING UP

When an adventurer achieves 1,000 experience, they do the following in this order;

1. Increase level by 1 and then subtract 1,000 exp. from their exp. pool. Keep all remaining as that counts for the next level.
2. Increase hit points based on primary class.
3. Add any applicable Class Features.
4. Select any Feats that you meet the prerequisites for, alternatively you may select a Multi-class Archetype.
5. Add any Spells and Spell slots based on your class and level.
6. Increase all proficiency bonuses by 1. You may recalculate health if your Constitution modifier would allow for an increase. You may select additional skills and languages if your Intelligence modifier would also increase.
7. Adjust all stats based on new Abilities, Feats, and Modifiers.

CRITICAL SUCCESS/FAILURE

When attempting any action that involves a level of chance, there are varying rates of success that may occur;

Critical Success: Occurs at 10 or more above the required DC. It may trigger additional beneficial effects.

Success: Occurs between the required DC and 9 above it. At this number your attempts at the activity are generally successful.

Failure: Occurs between 1 below the required DC and 9 below the required DC. Your attempts are futile and have failed.

Critical Failure: Occurs at 10 or more below the required DC. It may trigger additional negative effects.

Natural 20: Moves the attempt status up one rank of success.

Natural 1: Moves the attempt status down one rank of failure.

COMBAT

Initiative is based on what you were doing before entering the encounter.

Generally it will be based on Perception. If certain circumstances allow it you may instead use a certain skill, such as hide or arcana.

Melee Attack Roll = (D20 Roll) + (Strength/ Dexterity Mod. if finesse) + (Proficiency Bonus) + (Other Bonuses/Penalties)

Melee Damage = (Damage Die) + (Strength Modifier) + (Other Bonuses/Penalties)

Ranged Attack Roll = (D20 Roll) + (Dexterity Mod.) + (Proficiency Bonus) + (Other Bonuses/ Penalties)

Ranged Damage = (Damage Die) + (Strength if Thrown) + (Other Bonuses/Penalties)

Spell Attack Roll = (D20 Roll) + (Casting Ability Modifier) + (Proficiency Bonus) + (Other Bonuses/ Penalties)

Spell Damage = The spell will indicate exactly what damage it does. Please write down the details and page #.



ACTION ACTION ACTION FREE ACTION REACTION

NOTE: Consecutive attacks will accumulate a -5 modifier for each attack.

GENERAL ENCOUNTER INFO

MOVE ACTIONS

- Stride** : You may move up to your base speed.
- Step** : You take a 5 foot step and disengage from reactions.
- Stand/Drop Prone** : You may drop prone or stand up from being prone.
- Crawl** : You may move 5 feet while being prone.
- Leap** : Jump horizontally 10 feet, or vertically 3 feet and horizontally 5 feet.
- Fly** : You may move up to your fly speed. Upward is difficult terrain.
- Burrow** : You may burrow up to your burrow speed.
- Mount** : You may get on an allied animal bigger than you and ride it.

COMBAT ACTIONS

- Strike** : Make an attack with or without an equipped weapon.
- Escape** : Make an unarmed attack to attempt to get free from being grappled, restrained, or immobilized.
- Casting a Spell:** The spell will indicate the casting requirements needed to cast the spell. Please write down its details and page #.
- Raise Shield** : Raise an equipped shield to gain its AC bonus.
- Take Cover** : Gain cover, or greater cover if you already had cover.

OTHER ACTIONS

- Delay** : Select this when your turn begins; take your turn later.
- Interact** : Grab an object, open a door, draw an item, or similar activity.
- Ready** : Prepare to take a single action as a reaction to another action.
- Release** : Let go of something you're holding onto. This is done as a reaction to a specific trigger.
- Seek** : Scan area for signs of creatures or objects using perception.
- Sense Motive** : Attempt to see if another creature is lying.
- Arrest Fall** : Use acrobatics to slow a fall to mitigate damage.
- Avert Gaze** : Gain a +2 circumstance bonus against visual abilities.
- Grab Edge** : Try to grab something to stop a fall.
- Point Out** : Reveal an unobserved creature or object.

SKILLS

When using any skill there are two ways in which you can attempt;

Trained - Your class knows how to attempt this task in it's entirety. You add bonuses based on your level of training in the skill and you are able to attempt complex tasks with it.

Untrained - You may attempt to use a skill untrained, but you forfeit any bonuses that being trained in it may offer, and you can only attempt the skill at a basic level. You are unable to do complex tasks with the skill.

HIDING AND SNEAKING

To Hide begin by;

1. Hide behind something that grants you the covered or concealed status. In addition you may use an environmental factor such as fog or use magic, such as invisibility. If you were known to be in the area before hiding, creatures will still have a rough idea of where you are. Cover grants a +2 bonus, while Greater Cover grants a +4 bonus. Roll a Stealth check to see if you're hidden.

2. You can move while being hidden by Sneaking. To sneak you start taking a Stride action at half speed. At the end of all movement for that turn roll a Stealth check to see if you maintain a hidden status. If you end your movement in an area that no longer grants cover or obstructs view of you, the stealth automatically fails. Sneaking does not grant a cover bonus, as you are moving.

There are varying levels of being hidden;

Observed: You are in a creature's clear view.

Hidden: The creature knows your location but can't see you.

Undetected: The creature does not know your location.

If you are Hidden/Undetected by a creature, that creature is Flat-Footed to your attacks. They receive a -2 to their AC and any effects that apply as a result of this status will occur.

INVENTORY AND EQUIPMENT

Equipment management is part of every adventure. You can only carry so much armor, weapons or treasure before becoming Encumbered.

Encumbered: You are carrying more then you can manage. You have -10 to speed and gain Clumsy 1 Status.

A player can carry Bulk equal to 5 + their strength modifier.

An Item weighing between 5 and 10 pounds is equal to 1 Bulk.

As a rule, 1,000 pieces of currency is equal to 1 Bulk.

Players can only be invested in 10 Magic items at any given time.