

# PATHFINDER 2E CHEATSHEET

## COMMON EXPLORATION ACTIVITIES

<b>FOLLOW THE EXPERT</b>	438 CONCENTRATE	Get a <b>B+2</b> / <b>M+3</b> / <b>D+4</b> Circ. bonus from a <b>willing expert</b> ally performing a similar task. If you are untrained you can add your level as a proficiency bonus.
<b>REFOCUS (10 MIN)</b>	298 CONCENTRATE	Regain 1 <b>FOCUS POINT</b> .
<b>REPAIR (10 MIN)</b>	236 MANIPULATE	<b>CRAFTING/ITEM DC</b> - Repair a damaged Item by <b>5(10) HP+5(10) HP</b> per <b>PROFICIENCY RANK</b> . Requires a <b>REPAIR KIT</b> and a stable surface. <b>CF: Deal 2d6 - Hardness damage to the item.</b>
<b>TREAT WOUNDS (10 MIN)</b>	240 MANIPULATE/HEALING 11B for double healing	<b>MEDICINE</b> - Heal <b>CS/S</b> ; And remove the <b>WOUNDED</b> condition. Requires <b>HEALING TOOLS</b> and free hand. <b>1B</b> CD on target. <b>CF: Deal 1d8 damage.</b>

## SOCIAL ACTIVITIES

<b>COERCE (1+ MIN)</b>	210 CONCENTRATE AUDITORIUM/LINGUISTIC	<b>INTIMIDATION vs WILL</b> - Bully a creature into doing what you want. Target cooperates up to <b>1Dw</b> , then its attitude downgrades to unfriendly. <b>CS: Target won't retaliate soon.</b> <b>F: Target's attitude downgrades to unfriendly.</b> <b>CF: Target becomes hostile and is immune for at least a week.</b>
<b>GATHER INFORMATION (2+ H)</b>	239	<b>DIPLOMACY(S)</b> - Canvass an area to learn about something specific. <b>CF: Get false info.</b>
<b>MAKE AN IMPRESSION (1+ MIN)</b>	239 MENTAL/CONCENTRATE	<b>DIPLOMACY vs WILL</b> - Temporarily improve the target's attitude by <b>1(2)(-1)</b> . <b>AUDITORIUM</b> and <b>LINGUISTIC</b>
<b>IMPERSONATE (10 MIN)</b>	239 CONCENTRATE/MANIPULATE	<b>DECEPTION(S)</b> - Create a disguise. Requires a <b>DISGUISE KIT</b> . <b>F: Target knows you are disguised.</b> <b>CF: And can recognize you.</b>

## TRAVELING ACTIVITIES

<b>HUSTLE</b>	438 MOVE	Double your travel speed of <b>10 x Con</b> minutes. If Con < 1 treat as 1.
<b>SQUEEZE</b>	233 MOVE	<b>ACROBATICS(T)</b> - Squeeze <b>5(10) FEET/MIN</b> through a space you can barely fit through. <b>CF: Get stuck.</b> The following can only be done at half speed or slower
<b>DEFEND</b>	438	<b>RAISE A SHIELD</b> before first turn of combat.
<b>SCOUT</b>	439 CONCENTRATE	Grants the whole party a <b>+1 Circ. bonus</b> to <b>INITIATIVE</b> .
<b>INVESTIGATE</b>	439 CONCENTRATE	<b>VARIOUS KNOWLEDGE(S)</b> - Use <b>RECALL KNOWLEDGE</b> on visible clues. <b>CS: Get more info.</b> <b>CF: Get false info.</b>
<b>SEARCH</b>	439 CONCENTRATE	<b>PERCEPTION(S)</b> - <b>SEEK</b> . You can detect everything when moving up to <b>300 FEET/MIN</b> (Before entering <b>150 FEET/MIN</b> ).
<b>DETECT MAGIC</b>	438 CONCENTRATE	<b>CAST DETECT MAGIC</b> regularly. No chance of missing magical auras when moving up to <b>300 FEET/MIN</b> (Before entering <b>150 FEET/MIN</b> ).
<b>AVOID NOTICE</b>	438	<b>STEALTH(S)</b> - <b>SNEAK</b> . <b>F: Detected but still HIDDEN.</b> <b>CF: Become OBSERVED.</b>
<b>COVER TRACKS (↔)</b>	246 MOVE/CONCENTRATE	<b>SURVIVAL(T)</b> - Cover your tracks.
<b>TRACK (↔)</b>	246 MOVE/CONCENTRATE	<b>SURVIVAL(T)</b> - Follow tracks. <b>F: Can't try again for 1B.</b> <b>CF: For 2dH</b>
<b>REPEAT A SPELL</b>	439 CONCENTRATE	Repeatedly <b>CAST A SPELL</b> of <b>↔</b> or lower. Spells with <b>Complex Decisions</b> can give <b>FATIGUED</b> (up to <b>Gw</b> ).
<b>SUSTAIN AN EFFECT</b>	439 CONCENTRATE	Repeatedly <b>SUSTAIN</b> an effect. Effects with <b>Complex Decisions</b> can give <b>FATIGUED</b> (up to <b>Gw</b> ).

## KNOWLEDGE ACTIVITIES

<b>DECIPHER WRITING (1+ MIN/PAGE)</b>	230 CONCENTRATE	<b>VARIOUS KNOWLEDGE(T/S)</b> - Decipher a complicated or esoteric writing. You understand the true meaning of a <b>non-coded (or coded)</b> message. <b>F: -2 Cmc. penalty on future attempts.</b> <b>CF: Get false info.</b>
<b>IDENTIFY ALCHEMY (10 MIN)</b>	237 CONCENTRATE	<b>CRAFTING(T/S)</b> - Identify an alchemical item. Requires <b>ALCHEMIST'S TOOLS</b> . <b>CF: Misidentify.</b>
<b>IDENTIFY MAGIC (10 MIN)</b>	238 CONCENTRATE	<b>MAGICAL SKILL(T/S)</b> - Investigate a magical item, location or ongoing effect. You learn what it does, and for item or location how to activate it. <b>CS: Learn everything.</b> <b>S: Can't try again.</b> <b>F: Can't try for 1Dw</b> <b>CF: Misidentify.</b>
<b>PURSUe A LEAD (1 MIN)</b>	59 CONCENTRATE/INVESTIGATOR	Examine the details of one potential clue related to the target.
<b>SENSE DIRECTION (1 MIN)</b>	240 CONCENTRATE	<b>SURVIVAL(S)</b> - Stay oriented in the wild and get a sense of cardinal directions. <b>CS: Excellent sense of where you are and exact cardinal directions.</b> <b>-2 Trew penalty without a COMPASS.</b>

## MAGICAL ACTIVITIES

<b>BORROW AN ARCANe SPELL</b>	234 CONCENTRATE	<b>ARCANA(T)</b> - Prepare a spell from someone else's spellbook, arcane witch familiar, or the like. You have to be a prepared caster. <b>F: Fail to prepare spell but keep spell slot, can't try again today.</b>
<b>LEARN A SPELL (1+ H/RANK)</b>	230 CONCENTRATE	<b>MAGICAL SKILL(T)</b> - Spend materials to learn a spell from a person, spellbook or scroll. <b>CS: Spend half material.</b> <b>F: Can't try again until next level.</b> <b>CF: And waste half materials.</b>

## OTHER ACTIVITIES

<b>AFFIX A TALISMAN (10 MIN)</b>	GMC 265 MANIPULATE	Affix or Remove one talisman on one item. Requires <b>REPAIR KIT</b> . Attaching more than one to an item deactivates all.
<b>COMPOSE MISSIVE (10 MIN)</b>	TV 04	Draw, write, or inscribe, a missive covering its surface.
<b>CALL COMPANION (1 MIN)</b>	Apq 239	Switch your active companion for another one of your animal companions.
<b>PREPARE CAMPSITE (2 H)</b>	KCG 107 CONCENTRATE/MOVE	<b>SURVIVAL</b> - Search for a safe and secure location and set up a campsite. <b>CS: +2 on rand. encounters for a day, none for 1B</b> if campsite has already been prepared on hex. <b>F: -2 penalty on camp. activities.</b> <b>CF: No camp. activities and instant encounter check.</b>

## RESEARCH SUBSYSTEM

<b>RESEARCH (max 24 H)</b>	GMC 100 CONCENTRATE	Comb through information to learn more about the topic at hand. Gain <b>1(2) Research Point</b> . Often <b>LINGUISTIC</b> . <b>CF: Make a false discovery and lose 1 Research Point.</b>
----------------------------	---------------------	--

↳ SINGLE ACTION      ↳ TWO-ACTION ACTIVITY      ↳ THREE-ACTION ACTIVITY      ↳ FREE ACTION      ↳ REACTION      (↔) USABLE IN ENCOUNTER MODE  
 +2(+4/+1)/-1 - bonus for Success (CRITICAL SUCCESS / FAILURE / CRITICAL FAILURE)  
 777 = Page reference for Player Core      CS = Critical Success    S = Success    F = Failure    CF = Critical Failure    GMC = GM Core  
 KCG = Kingmaker Companion Guide      APG = Advanced Players Guide      SoM = Secrets of Magic      TV = Treasure Vault

## DOWNTIME ACTIVITIES

<b>CRAFT (DAILY)</b>	238 MANIPULATE	<b>CRAFTING(T)</b> - Make an item from raw materials. Requires appropriate tools and workplace.
<b>EARN INCOME (DAILY)</b>	228	<b>CRAFTING/LORE/PERFORMANCE/OTHER(T)</b> - Earn Money.
<b>SUBSIST (8+ H)</b>	230	<b>SOCIETY/SURVIVAL</b> - Provide yourself subsistence level food and shelter. <b>CS: Provide for another or gain comfortable living.</b>
<b>LONG TERM REST (24 H)</b>	440	Regain <b>2 x Level x Con HP</b> . If Con < 1 treat as 1.
<b>TREAT DISEASE (8+ H)</b>	240 MANIPULATE	<b>MEDICINE(T)</b> - Grants a <b>+2(+4) Circ. bonus</b> to the next <b>SAVE vs DISEASE</b> . <b>CF: -2 Cmc. penalty.</b>
<b>RETRAINING (1-WEEK)</b>	440	Change one of your chosen <b>FEATS, SKILLS</b> or <b>CLASS</b> features.
<b>LEARN NAME (1WEEK)</b>	50M 245	<b>RARE S</b> - Try to discover the target's private names and true name.
<b>CREATE FORGERY (1 - 7 DAYS)</b>	244	<b>SOCIETY(T) vs DC20</b> - Forge a document that does (not) fool passive observers. Up to +4 Circ. bonus if similar doc. known.

## INFILTRATION SUBSYSTEM - PREPARATION ACTIVITIES

<b>GOSSIP</b>	GMC 199	<b>DIPLOMACY(S)</b> - Seek out rumors about the target. Gain inside information about the target. <b>CS: and get a +2 Cmc. bonus to future prep. checks.</b> <b>CF: Gain 1 Awareness Point and -2 Cmc. penalty to next prep. check.</b>
<b>GAIN CONTACT</b>	GMC 199	<b>DIPLOMACY/SOCIETY/LORE</b> - Try to find useful contact. Gain a contact and <b>1 Edge Point</b> . <b>CF: Future attempts suffer from -2 Cmc. penalty; On repeat gain Awareness Points.</b>
<b>BRIBE CONTACT</b>	GMC 199	<b>DECEPTION/DIPLOMACY(S)</b> - Offer a bribe to your contact. Costs minimum <b>1/10</b> of the <b>CURRENCY PER ADDITIONAL PC</b> listed on <b>GMC 59</b> . Always gain <b>1 Edge Point</b> . Doubling costs gives <b>+2 Cmc.</b> <b>F: Gain 1(2) Awareness point.</b> The <b>Edge Point</b> is useless, which the GM can reveal if/when they want.
<b>SCOUT LOCATION</b>	GMC 199	<b>PERCEPTION/SOCIETY/STEALTH(S)</b> - Spend time observing the target. <b>S: Gain 1 Edge Point.</b> <b>CF: Gain 1 Edge Point that causes CF.</b>
<b>FORGE DOCUMENTS</b>	GMC 199	<b>SOCIETY(S)</b> - Prepare a convincing forgery prop. Gain <b>1 Edge Point</b> that you can only use when presenting paperwork. <b>F: Gain 1 useless Edge Point.</b> <b>CF: That causes CF.</b>
<b>SECURE DISGUISES</b>	GMC 199	<b>CRAFTING/DECEPTION/PERFORMANCE/SOCIETY</b> - Procure or create disguises. <b>S: Gain 1 Edge Point that is usable when maintaining identity.</b>

## INFLUENCE SUBSYSTEM

<b>INFLUENCE</b>	GMC 107 CONCENTRATE/LINGUISTIC	Make favorable impression on a NPC to convince the NPC to support your cause. Gain <b>1(-1,2) Influence Points</b> .
<b>DISCOVER</b>	GMC 107 CONCENTRATE	<b>PERCEPTION(S)</b> - Watch or study an NPC. Choose to learn <b>1(2)</b> of the following: lowest unknown <b>INFLUENCE DC</b> , personal preference, one <b>RESISTANCE</b> , one <b>WEAKNESS</b> . <b>CF: Get false info.</b>

## HEXPLOATION

		Number of Activities usable each day:	<10 FEET : 1/2	15-25 FEET : 1	30-40 FEET : 30-40	45-55 FEET : 3	>60 FEET : 4
<b>FORTIFY CAMP (1HEX ACT.)</b>	GMC 208	<b>CRAFTING</b> - Gain <b>+2 Circ. bonus</b> to <b>INITIATIVE</b> and <b>PERCEPTION</b> checks to find <b>Sneaking Creatures</b> .					
<b>MAP THE AREA (1HEX ACT.)</b>	GMC 208 CONCENTRATE	<b>SURVIVAL</b> - Create an accurate map of the hex. Any <b>DC</b> to navigate the hex is reduced by <b>2</b> . Need successful <b>RECONNOITER</b> .					
		Group Activities					
<b>TRAVEL (Min 1HEX ACT.)</b>	GMC 206 MOVE	Travel between hexes. Multiple uses are required for difficult terrain. Road can reduce uses.					
		It is possible to force march gaining 1 extra <b>Travel</b> Activity. Can be done for <b>Con</b> days, min 1.					
<b>RECONNOITER (Min 1HEX ACT.)</b>	GMC 208 CONCENTRATE	Survey the hex for <b>Unusual Features</b> . Same multiple uses as <b>TRAVEL</b> . Road can't reduce uses. Certain features might require a check.					

## KINGMAKER CAMPING ACTIVITIES

		Following activities can only be done at a campsite. Use <b>PREPARE CAMPSITE</b> to find a site
<b>CAMOUFLAGE CAMPSITE (1H)</b>	KCG 109 MANIPULATE	<b>STEALTH(S)</b> - Hide your campsite. Increase <b>Encounter DC</b> by <b>1(2)(-2)</b> . <b>CS: Skip the first successful Encounter Check.</b> <b>CF: Encounter Checks are CS on 19 or 20.</b>
<b>COOK BASIC MEAL (2H)</b>	KCG 109 MANIPULATE	<b>SURVIVAL DC22/COOKING LORE DC18</b> - Cook a basic meal. Eating gives <b>+1 STATUS</b> bonus to <b>SAVES</b> until daily prep. Per serving use <b>2 basic ingredients</b> and 1 day's rations or provisions from <b>SUBSIDING</b> . <b>CS: Gives 2 x Level x Con HP.</b> <b>CF: Become SICKENED 1 unit after they complete their daily prep.</b>
<b>COOK SPECIAL MEAL (2H)</b>	KCG 109 MANIPULATE	<b>SURVIVAL/COOKING LORE</b> - Cook a special meal whose recipe you know. A <b>SICKENED</b> creature can't eat.
<b>DISCOVER SPECIAL MEAL (2H)</b>	KCG 109 MANIPULATE	<b>COOKING LORE</b> - Learn a common recipe. Prepare <b>1 Serving</b> . Uses <b>Double Ingredients</b> . <b>CS: You recover half resources.</b> The recipe has to be a lower level than the zone. <b>F: Don't learn.</b> <b>CF: And you are exposed to the meals CF.</b>
<b>HUNT AND GATHER (2H)</b>	KCG 109 MOVE	<b>SURVIVAL(T)/HUNTING LORE</b> - Gain <b>Basic Ingredients</b> . <b>CS: Gain 2 x zone DC</b> <b>LVL1+ +4</b> <b>LVL7+ +8</b> <b>LVL14+ +12</b> . <b>S: Gain Zone DC</b> <b>LVL1+ +1d4</b> <b>LVL7+ +2d4</b> <b>LVL14+ +3d4</b> . <b>F: Gain Zone DC.</b> <b>CF: Gain 1d4 and make an encounter check.</b>
<b>LEARN FROM A COMPANION (2H)</b>	KCG 109	<b>PERCEPTION vs DC20</b> - Learn a <b>Special Activity</b> from a friendly companion. <b>S: Treat attempts at next camping as one degree higher.</b> <b>CS: You learn the activity.</b> <b>CF: No more attempts this session.</b>
<b>ORGANIZE WATCH (2H)</b>	KCG 109	<b>PERCEPTION(E)</b> - Organize the nights watch. Watch standers gain <b>+1(+2) STATUS</b> to <b>PERCEPTION</b> . <b>CS: Reduce rest time as if one more person.</b> <b>F: No benefits.</b> <b>CF: And make a Encounter Check.</b>
<b>PROVIDE AID (2H)</b>	KCG 109 CONCENTRATE	Grant <b>+1 Circ. bonus</b> to your ally's <b>CAMPING ACTIVITY</b> . <b>CS: +2 Circ.</b> <b>M+3CIRC.</b> <b>D+4CIRC.</b> <b>CF: -1 Cmc. penalty.</b>
<b>RELAX (2H)</b>	KCG 109	Gain <b>+1 Circ.</b> to next <b>CAMPING ACTIVITY</b> .
<b>TELL CAMPFIRE STORY (2H)</b>	KCG 109 CONCENTRATE	<b>PERFORMANCE</b> - During Camp. Session: Allies gain <b>+1(+2)(Relaxing +2) STATUS</b> bonus to <b>ATTACK, SAVES</b> and <b>SKILLS</b> during combat. <b>CS: Relaxing ally gain one reroll during camp. session.</b> <b>F: No benefits.</b> <b>CF: -1 penalty to SKILLS until RELAX or daily prep.</b>

**ATTACK** - Interacts with **MAP**      **MOVE, MANIPULATE, CONCENTRATE** - Triggers for reactions conditions and more.      **S** - GM rolls      **T** - Requires skill training      **FEAT** - Requires Feat  
**MENTAL, EMOTION & FEAR** - Tags for immunities      **AUDITORIUM/VISUAL** - Doesn't affect targets that can't see/hear      **LINGUISTIC** - Target needs to understand the language  
**T** - Trained **B** - Expert      **M** - Master      **L** - Legendary      **VARIOUS KNOWLEDGE** - Relevant Knowledge Skills      **MAGICAL SKILL** - Relevant Magic skill **ARCANA, NATURE, OCCULTISM, RELIGION**  
 All of this material is licensed under either OGL or ORC license.      VOIDHAWK CHEATSHEET v1.2.2      By Voidhawk based on v1.6 clean rulebook by Iannick Daniel - ACTIVITIES & ACTIONS - Page 1

# ATTACK ACTION

<b>STRIKE</b> →	418 <b>ATTACK</b>	Attack with a weapon or unarmed attack.	<b>CS:</b> Deal double damage.
<b>REACTIVE STRIKE</b> ↷	138 <b>FEAT</b> - <b>STRIKE</b>	against a creature that uses a <b>MANIPULATE</b> or <b>MOVE</b> action or a Ranged Attack.	<b>CS:</b> Disrupt <b>MANIPULATE</b> actions.
<b>FEINT</b>	238 <b>MENTAL</b>	<b>DECEPTION</b> vs <b>PERCEPTION</b> - Target is <b>OFF-GUARD</b> against your next melee attack this turn. <b>CS:</b> Target is <b>OFF-GUARD</b> against all your melee attack until end of your next turn.	<b>CF:</b> <b>CS</b> effect, but with inverted targets.
<b>ESCAPE</b> →	418 <b>ATTACK</b>	Attempt to get free when <b>GRABBED</b> , <b>IMMOBILIZED</b> , or <b>RESTRAINED</b> . Uses unarmed attack modifier, <b>ACROBATICS</b> , or <b>ATHLETICS</b> . Usually against <b>DC</b> : Grabbed <b>ATHLETICS</b> , Tied <b>THEFTY</b> , Spell <b>SPELL</b> , Object/Hazard/Other <b>ESCAPE</b> .	<b>CS:</b> And Stride up to 5 <b>FEET</b> . <b>CF:</b> Can't try again until your next turn.
<b>DISARM</b> →	238 <b>ATTACK</b>	<b>ATHLETICS</b> vs <b>REFLEX</b> - Knock something out of an opponent's grasp. Target takes -2 <b>CIRC.</b> to using the item until target <b>INTERACT</b> . Future disarm gain +2 <b>CIRC.</b> until <b>INTERACT</b> .	<b>CS:</b> Target drops the object. <b>CF:</b> You become <b>OFF-GUARD</b> .
<b>GRAPPLE</b> →	238 <b>ATTACK</b>	<b>ATHLETICS</b> vs <b>FORTITUDE</b> - Grab an opponent with a free hand until your next turn ends. F: Release the target if you already had it <b>GRABBED</b> or <b>RESTRAINED</b> .	<b>CS:</b> Target is restrained instead. <b>CF:</b> And the target can <b>GRAB</b> you or push you <b>PRONE</b> .
<b>REPOSITION</b> →	238 <b>ATTACK</b>	<b>ATHLETICS</b> vs <b>FORTITUDE</b> - Move creature 5(10) <b>FEET</b> within your reach. Not into/through obstacles.	<b>CF:</b> Target repositions you 5 <b>FEET</b> .
<b>SHOVE</b> →	238 <b>ATTACK</b>	<b>ATHLETICS</b> vs <b>FORTITUDE</b> - Push an opponent 5(10) <b>FEET</b> from you. You can follow.	<b>CF:</b> Fall <b>PRONE</b> .
<b>TRIP</b> →	238 <b>ATTACK</b>	<b>ATHLETICS</b> vs <b>REFLEX</b> - Knock an opponent <b>PRONE</b> .	<b>CS:</b> And deal 1d6 <b>BLUNT</b> . <b>CF:</b> Fall <b>PRONE</b> .

# MAGICAL ACTIONS

<b>CAST A SPELL</b> Usually →	238	Cast a spell you have prepared or in your repertoire. Often <b>MANIPULATE</b> and/or <b>CONCENTRATE</b> .	A disrupted spell is lost.
<b>DISMISS</b> →	418 <b>CONCENTRATE</b>	End one spell or item effect.	
<b>SUSTAIN</b> →	418 <b>CONCENTRATE</b>	Extend one spell or item effect. If your action is disrupted, the ability ends. If you notice a spell being cast and have the same spell prepared or in your repertoire, you automatically identify it and the level it is cast at.	
<b>IDENTIFY SPELL</b> →	303 <b>CONCENTRATE</b>	<b>MAGICAL SKILLS</b> - Identify a spell using <b>RECALL KNOWLEDGE</b> .	
<b>RECOGNIZE SPELL</b> ↷	261 <b>CONCENTRATE</b>	<b>MAGICAL SKILLS</b> <b>FEAT</b> - Identify a spell cast within line of sight, up to rank <b>1 2 3 4, M 6, U 10</b> .	<b>CS:</b> +1 <b>CIRC.</b> to <b>SAVE</b> or <b>AC</b> .

# DEFENSIVE ACTIONS

<b>AVERT GAZE</b> →	418	Get a +2 <b>CIRC.</b> bonus against visual abilities. Lasts until start of next turn.	
<b>TAKE COVER</b> →	418	Gain <b>COVER</b> , or get <b>GREATER COVER</b> if you have <b>COVER</b> . <b>COVER</b> gives +2 <b>CIRC.</b> bonus to <b>AC</b> , <b>REFLEX</b> and checks to avoid detection. <b>GREATER COVER</b> gives +4.	
<b>RAISE A SHIELD / PARRY</b> →	418/262	Put up a <b>SHIELD</b> (or <b>PARRY WEAPON</b> ) to get its bonus to <b>AC</b> . +2 <b>AC</b> for most <b>SHIELDS</b> ; +1 <b>AC</b> for <b>PARRY WEAPONS</b> .	
<b>SHIELD BLOCK</b> ↷	262	<b>FEAT</b> - Reduces the damage of a <b>PHYSICAL</b> attack by the raised <b>SHIELD</b> 's <b>HARDNESS</b> . <b>BOTH</b> You and the <b>SHIELD</b> take any remaining damage. Objects generally break at half <b>HP</b> and are destroyed at 0 <b>HP</b> .	
<b>ASSISTED RECOVERY</b> Usually →	418	<b>DCIS</b> - Help you/ally recover from persistent damage in relevant way. GM can adjust <b>DC/effectiveness</b> . Creature gain 1 Round <b>CD</b> .	

# MEDICINE ACTIONS

<b>FIRST AID</b> →	241 <b>MANIPULATE</b>	<b>MEDICINE</b> vs <b>RECOVERY</b> <b>DC</b> +5 - Stabilize: Target loses the <b>DYING</b> condition. Still <b>UNCONSCIOUS</b> . <b>MEDICINE</b> vs <b>EFFECT</b> <b>DC</b> - Stop Bleeding: Target gets an extra <b>DC10</b> flat check to stop <b>BLEEDING</b> . <b>CF:</b> +1 to <b>DYING</b> condition. <b>CF:</b> Deal <b>BLEED</b> damage.	
<b>BATTLE MEDICINE</b> →	251 <b>MANIPULATE</b>	<b>MEDICINE</b> <b>FEAT</b> - Heal in combat, works as <b>TREAT WOUNDS</b> but doesn't remove <b>WOUNDED</b> . Cannot use on target for 24 hours. <b>DCIS</b> 2d8(4d8) <b>DC</b> 2d8(4d8)+10 <b>DC</b> 2d8(4d8)+30 <b>DC</b> 2d8(4d8)+50 <b>CF:</b> Deal 1d8 damage.	
<b>TREAT POISON</b> →	248 <b>MANIPULATE</b>	<b>MEDICINE</b> <b>T</b> - Grants a +2(+4) <b>CIRC.</b> to the next <b>SAVE</b> vs <b>POISON</b> . <b>CF:</b> -2 <b>CIRC.</b>	

# CLOAK AND DAGGER INTERACTIONS

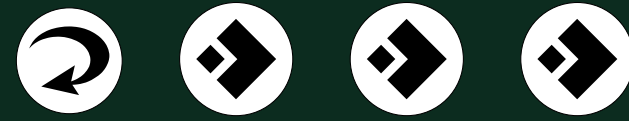
<b>SNEAK</b> →	246 <b>MOVE</b>	<b>STEALTHS</b> - Move half speed while being <b>UNDETECTED</b> . F: Detected but still <b>HIDDEN</b> . <b>CF:</b> Become <b>OBSERVED</b> .	
<b>HIDE</b> →	246	<b>STEALTHS</b> - Use <b>COVER</b> or <b>CONCEALMENT</b> to become <b>HIDDEN</b> . Usually other actions than <b>HIDE</b> , <b>SNEAK</b> or <b>STEP</b> makes you <b>OBSERVED</b> .	
<b>SEEK</b> →	417 <b>CONCENTRATE</b>	<b>PERCEPTION</b> <b>S</b> - Locate creatures and objects within an area. Creatures go from <b>UNDETECTED</b> to <b>HIDDEN</b> , or from <b>HIDDEN</b> to <b>OBSERVED</b> . Usually a 30 <b>FEET</b> cone or a 15 <b>FEET</b> burst. Imprecise <b>SENSE</b> or effect might prevent <b>OBSERVED</b> .	
<b>POINT OUT</b> →	418 <b>MANIPULATE</b>	Indicate the location of a creature to allies. <b>AUDITORY</b> <b>VISUAL</b> If ally can't hear/understand they do <b>PERCEPTION</b> vs <b>STEALTHS</b> <b>S</b> . <b>Understand</b> , <b>F. Misunderstand</b> .	
<b>CONCEAL AN OBJECT</b> →	244 <b>MANIPULATE</b>	<b>STEALTHS</b> - Hide an object of light bulk.	
<b>PALM AN OBJECT</b> →	246 <b>MANIPULATE</b>	<b>THEFTY</b> - Palm an unattended object of negligible bulk. F: Noticed by nearby creature.	
<b>STEAL</b> →	246 <b>MANIPULATE</b>	<b>THEFTY</b> - Steal an object of negligible bulk from a creature. F: Noticed and fail to take object if target noticed.	
<b>LIE</b> →→→++	238 <b>MENTAL</b> <b>CONCENTRATE</b>	<b>DECEPTIONS</b> - Fool someone with an untruth. <b>AUDITORY</b> <b>LINGUISTIC</b> F: Target gains a +4 <b>CIRC.</b> against your lies.	
<b>SENSE MOTIVE</b> →	417 <b>CONCENTRATE</b>	<b>PERCEPTIONS</b> - Detect abnormal behavior/Mental magic. <b>CS:</b> Detect true intent/solid idea of mental magic. <b>CF:</b> Misidentify.	

# VEHICLE ACTIONS

<b>BOARD</b> →	GM 210 <b>MOVE</b>	Board or disembark a vehicle. If it is in motion make a <b>ATHLETICS/ACROBATICS</b> vs <b>VEHICLE AC</b>	<b>R</b> - Reckless adds: F: lose control, move speed and drift up to 45 degrees. Uncontrolled vehicles moves at last pilot initiative until stopped. Usually loses 10 <b>FEET</b> per turn.
<b>TAKE CONTROL</b> →	GM 210 <b>MANIPULATE</b>	<b>PILOTING</b> - Take control over the vehicle. You have to be able to reach the controls. Some vehicles can require more actions. Following actions require that you are piloting the vehicle	
<b>DRIVE</b> →+	GM 210 <b>MOVE</b>	<b>PILOTING</b> - Move vehicle. Speed <b>S</b> ; and can turn. F: in current heading <b>CF:</b> and lose control. →→→ <b>R</b> 2x Speed in current heading. →→ <b>R</b> 3x Speed in current heading. -5 penalty to check.	
<b>STOP</b> →	GM 210 <b>MANIPULATE</b>	Stop the vehicle.	
<b>RUN OVER</b> →→	GM 210	<b>PILOTING</b> <b>R</b> - You run over creatures -2 size and/or ram one -1 size. Creatures make basic <b>REFLEX</b> vs <b>COLLISION DC</b> and take vehicles collision damage. When ramming you and vehicle take damage and stop. Other pilots may use <b>PILOTING</b> instead.	

→ SINGLE ACTION →→ TWO-ACTION ACTIVITY →→→ THREE-ACTION ACTIVITY → FREE ACTION ↷ REACTION (→) USABLE IN ENCOUNTER MODE  
 +2(+4/+1)/-1 - bonus for SUCCESS (CRITICAL SUCCESS / FAILURE / CRITICAL FAILURE) **CS** - Critical Success **S** - Success **F** - Failure **CF** - Critical Failure  
 777 = Page reference for Player Core **APG** = Advanced Players Guide **GM** = GM Core **GM** = GM Core  
 SoM = Secrets of Magic **TV** = Treasure Vault

# ACTION TRACKER



# MOVEMENT ACTIONS

<b>STRIDE</b> →	418 <b>MOVE</b>	Move up to your land speed.	<b>BURROW</b> → 419 <b>MOVE</b> Move up to your burrow speed (through dirt or loose material).
<b>STEP</b> →	418 <b>MOVE</b>	Move 5 <b>FEET</b> without triggering reactions.	
<b>TUMBLE THROUGH</b> →	231 <b>MOVE</b>	<b>ACROBATICS</b> vs <b>REFLEX</b> - Move up to your speed, including through the space of one enemy as if <b>DIFFICULT TERRAIN</b> . F: Your movement ends at the enemy, and you trigger reactions as if you had moved out of the square.	
<b>DROP PRONE / STAND</b> →	416 / 418 <b>MOVE</b>	Fall <b>PRONE</b> . / Stand up from <b>PRONE</b> .	
<b>CRAWL</b> →	418 <b>MOVE</b>	Move 5 <b>FEET</b> while <b>PRONE</b> . Speed has to be 10+.	
<b>LEAP</b> →	418 <b>MOVE</b>	Leap horizontally 10 <b>FEET</b> if Speed 15+ <b>FEET</b> (or 15 <b>FEET</b> if Speed 30+ <b>FEET</b> ), or 5 <b>FEET</b> horizontally and 3 <b>FEET</b> vertically.	
<b>HIGH JUMP</b> →	238 <b>MOVE</b>	<b>ATHLETICS</b> vs <b>DC30</b> - <b>STRIDE</b> min 10 <b>FEET</b> and then leap up to 5(8,3) <b>FEET</b> vertically and 5(10) <b>FEET</b> horizontally. <b>CF:</b> No leap and fall <b>PRONE</b> .	
<b>LONG JUMP</b> →	238 <b>MOVE</b>	<b>ATHLETICS</b> vs <b>DC15</b> - <b>STRIDE</b> min 10 <b>FEET</b> and then leap up to your check result rounded down (nearest 5). F: Normal leap. <b>CF:</b> And fall <b>PRONE</b> .	
<b>GRAB AN EDGE</b> →	419 <b>MANIPULATE</b>	<b>ACROBATICS/REFLEX</b> SAVE vs <b>CLIMB DC</b> - Stop your fall using a (no) free hand and reduce the fall damage so far by 20 (30) <b>FEET</b> . <b>CF:</b> Take 10 damage per 20 <b>FEET</b> fallen so far.	
<b>BALANCE</b> →	238 <b>MOVE</b>	<b>ACROBATICS</b> - Move across a narrow surface or uneven ground as if difficult terrain. <b>CS:</b> Full speed. <b>CF:</b> Fall and turn ends.	
<b>CLIMB</b> →	238 <b>MOVE</b>	<b>ATHLETICS</b> - With both hands free, move 5(10) <b>FEET</b> up, down or across an incline. <b>CF:</b> Fall and land <b>PRONE</b> if on ground.	
<b>SWIM</b> →	238 <b>MOVE</b>	<b>ATHLETICS</b> - Swim 10(15) <b>FEET</b> through water. Often auto 5 in calm waters. Use else: Sink 10 <b>FEET</b> or moved by current. <b>CF:</b> Lose 1 round of air. Up or down count as <b>DIFFICULT TERRAIN</b> . <b>SWIM SPEED:</b> Move up to your swim speed. Auto 5 unless turbulent/hazardous.	
<b>FLY</b> →	418 <b>MOVE</b>	Move up to your fly speed. Fall if not used on turn. You can move 10 <b>FEET</b> down (or along wind) for every 5 <b>FEET</b> . Does not combine. Treat upwards/against wind as <b>DIFFICULT TERRAIN</b> . Combines to <b>GREATER DIFFICULT TERRAIN</b> .	
<b>MANEUVER IN FLIGHT</b> →	231 <b>MOVE</b>	<b>ACROBATICS</b> <b>T</b> - Perform a difficult maneuver while flying. F: Can't move or bad consequences. <b>CF:</b> Worse consequences.	
<b>ARREST A FALL</b> →	418	<b>ACROBATICS/REFLEX</b> SAVE vs <b>DC15</b> - Slow your fall while flying.	

# SOCIAL ACTIONS

<b>DEMORALIZE</b> →	240 <b>CONCENTRATE</b>	<b>INTIMIDATION</b> vs <b>WILL</b> - Shake an enemy's resolve. <b>AUDITORY</b> Target become <b>FRIGHTENED</b> 1(2). Range of 30 <b>FEET</b> . Interpersonal cooldown of 10 <b>Mm</b> . -4 <b>CIRC.</b> penalty if you are not using a language the target can understand.	
<b>CREATE A DIVERSION</b> →	237 <b>MENTAL</b>	<b>DECEPTION</b> vs <b>PERCEPTION</b> - Use a diversion to temporarily become <b>HIDDEN</b> . If gesture or trick add <b>MANIPULATE</b> . Targets gain a +4 <b>CIRC.</b> against your diversions for 1 <b>Mm</b> . If distracting words add <b>AUDITORY</b> and <b>LINGUISTIC</b> .	
<b>BON MOT</b> →	APG 238 <b>CONCENTRATE</b>	<b>DIPLOMACY</b> vs <b>WILL</b> <b>FEAT</b> - Distract a foe with a witty quip. <b>EMOTION</b> <b>MENTAL</b> Targets takes a -2(-3) <b>STATUS</b> penalty to <b>PERCEPTION</b> and <b>WILL</b> Saves for 1 <b>Mm</b> . Target can reform. <b>CF:</b> Get the -2 penalty instead.	
<b>REQUEST</b> →	239 <b>CONCENTRATE</b> <b>MENTAL</b>	<b>DIPLOMACY</b> - Make a request of a friendly or helpful creature. <b>CS:</b> Target agrees without qualifications. <b>F:</b> Target might propose an alternative. <b>CF:</b> Target's attitude towards you decreases.	
<b>PERFORM</b> →	243 <b>CONCENTRATE</b>	<b>PERFORMANCE</b> - Make a brief performance (song, dance joke). <b>CS:</b> Impress. <b>CF:</b> Show incompetence.	
<b>COMMAND AN ANIMAL</b> →	24 <b>CONCENTRATE</b>	<b>NATURE</b> vs <b>WILL</b> - Issue an order to an animal. <b>AUDITORY</b> <b>CF:</b> Target misbehaves or misunderstands.	
<b>MOUNT</b> →	418 <b>MOVE</b>	Get on/off an allied animal bigger than you to ride it.	

# OBJECT INTERACTIONS

<b>INTERACT</b> →	262 416 <b>MANIPULATE</b>	- Grab an object. - Open or close a door or container. - Draw, put away or swap an item. - Change your grip/add a hand. - Reload (See Weapon). - Or similar actions.	
<b>RELEASE</b> →	417 <b>MANIPULATE</b>	- Release something you are holding. - Change your grip by removing a hand. Does not trigger reactions.	
<b>ACTIVATE</b> →+ or ↷	GM 220	Activate an effect listed on an item. Often <b>MANIPULATE</b> and/or <b>CONCENTRATE</b> . If disrupted: limited uses are lost; Sustained effects end.	
<b>AFFIX A FULU</b> →	GM 158 <b>MANIPULATE</b>	Affix/remove a fulu to armor, weapon, creature, or structure that is beside or in your square.	
<b>TRICK MAGIC ITEM</b> →	264 <b>MANIPULATE</b>	<b>MAGICAL SKILLS</b> <b>FEAT</b> - Can use the item until the end of the turn. F: Can't try again until next round. <b>CF:</b> Next daily prep.	
<b>INVEST AN ITEM</b> →+	GM 219 <b>MANIPULATE</b>	You invest your energy in an item to benefit from its constant magical abilities. Max 10 items per day.	
<b>DISABLE A DEVICE</b> →→+	247 <b>MANIPULATE</b>	<b>THEFTY</b> <b>T</b> - Disarm a trap or another complex device. Thieves <b>TOOLS</b> can be helpful, sometimes required. <b>CS:</b> Two success and no trace. <b>CF:</b> Trigger the device.	
<b>PICK LOCK</b> →→+	247 <b>MANIPULATE</b>	<b>THEFTY</b> <b>T</b> - Open a lock with <b>THIEVES TOOLS</b> . <b>CS:</b> Two success and no trace. <b>CF:</b> Break the tools and leave obvious damage.	
<b>FORCE OPEN</b> →	234 <b>ATTACK</b>	<b>ATHLETICS</b> - Break open a door, window or container. -2 <b>ITEM</b> penalty when prying without a <b>CROWBAR</b> . <b>CS:</b> No damage on target. <b>CF:</b> -2 <b>CIRC.</b> penalty on future attempts.	

# OTHER ACTIONS

<b>AID</b> → +	416	<b>RELEVANT</b> vs <b>USUALLY</b> <b>DC15</b> - Grant +1 <b>CIRC.</b> bonus to your ally. <b>CS:</b> +2 <b>CIRC.</b> <b>M</b> +3 <b>CIRC.</b> <b>U</b> +4 <b>CIRC.</b> <b>CF:</b> -1 <b>CIRC.</b> penalty.	
<b>DELAY</b> →	416	Delay the start of your turn; start your turn after another creature's turn ends.	
<b>READY</b> → +	417 <b>CONCENTRATE</b>	Prepare to take a →/↷ as a ↷ with a given trigger.	
<b>RECALL KNOWLEDGE</b> →	238 <b>CONCENTRATE</b>	<b>VARIOUS KNOWLEDGES</b> - Remember a bit of knowledge about the subject. <b>CS:</b> Get more info. <b>CF:</b> Get false info.	
<b>ATTACK</b> - Interacts with <b>MAP</b> <b>MOVE</b> , <b>MANIPULATE</b> , <b>CONCENTRATE</b> - Triggers for reactions conditions and more. <b>S</b> - GM rolls <b>T</b> - Requires skill training <b>FEAT</b> - Requires <b>FEAT</b> <b>MENTAL</b> , <b>EMOTION</b> & <b>FEAR</b> - Tags for immunities <b>AUDITORY</b> / <b>VISUAL</b> - Doesn't affect targets that can't see/hear <b>LINGUISTIC</b> - Target needs to understand the language <b>T</b> - Trained <b>T</b> - Expert <b>M</b> - Master <b>U</b> - Legendary <b>VARIOUS KNOWLEDGE</b> - Relevant Knowledge Skills <b>MAGICAL SKILL</b> - Relevant Magic skill <b>ARCANA</b> , <b>NATURE</b> , <b>OCCULTISM</b> , <b>RELIGION</b>			

# PATHFINDER 2E CHEATSHEET

## CONDITIONS, RULES, & TABLES

### CONDITIONS: OFF-GUARD

**OFF-GUARD** 445 Take -2 Circ. penalty to AC against another creature you are OFF-GUARD to. Previously know as Flat-Footed.

### CONDITIONS: PHYSICAL

**CLUMSY (X)** 442 -(X) Status penalty to Dexterity based checks and DCs. **EX:** AC, **ACROBATICS**, **STEALTH**, **THIEVERY**

**DRAINED (X)** 443 -(X) Status penalty to Constitution based checks. Lose (X) × Level HP and reduce max HP by same. Reduce 1: Full night's rest (Regain max HP).

**FATIGUED** 444 -1 Status penalty to AC and Saving throws. Recover: Full night's rest. Cannot use exploration Activities while moving.

**ENFEEBLED (X)** 443 -(X) Status penalty to Strength based checks and DCs. **EX:** STRENGTH Attacks/damage, **ATHLETICS**

### CONDITIONS: MENTAL

**CONTROLLED** 442 You are controlled. The controller dictates how you act. Usually the controller doesn't have to spend their own actions.

**FASCINATED** 443 You are compelled to focus on something. -2 Circ. penalty to Perception and Skill Checks. You cannot use **CONCENTRATE** unless they are related to the fascination. This condition end if a **HOSTILE ACTION** is used against you or ally.

**FRIGHTENED (X)** 444 -(X) Circ. penalty to all checks and DCs. Reduce 1: End of turn.

**FLEEING** 444 On your turn you must attempt to flee as expediently as possible. You can't **DELAY** or **READY** while fleeing.

**STUPEFIED (X)** 446 -(X) Status to Intelligence/Wisdom/Charisma based checks and DCs. When you cast a spell: **FLAT vs. DCs** (X) **F:** Disrupted.

### CONDITIONS: DETECTION

**OBSERVED** 442 Anything in plain view of you is observed. Other Creatures are OFF-GUARD to you.

**HIDDEN** 443 Creatures cannot tell exactly where you are. Use **STEALTH** to gain. Use **SEEK** to observe. Targeting **HIDDEN** (Areas not subject): **FLAT vs. DC11** **F:** fails to affect target.

**UNDETECTED** 442 Creatures don't know which space you occupy. Use **SEEK** to observe. Targeting **UNDETECTED:** target random square then as **HIDDEN** but **S**. The GM won't tell you if you hit or not. Other creature are OFF-GUARD to you.

**UNNOTICED** 447 A creature has no idea that you are present. You are **UNDETECTED**.

**CONCEALED** 442 You are hard to see. You can still be **OBSERVED**. Targeting a **CONCEALED** creature requires (Areas not subject): **FLAT vs. DC5** **F:** fail to affect target. You are **UNDETECTED** to everyone. You can't become **OBSERVED** except by special abilities or magic.

**INVISIBLE** 446 Creatures can **SEEK** to make you **HIDDEN**. You can **SNEAK** to become **UNDETECTED** again. If you become invisible when **OBSERVED** you become **HIDDEN** instead.

### CONDITIONS: SENSES

**BLINDED** 442 You can't detect anything using vision. All normal terrain is **DIFFICULT TERRAIN**. You are immune to **VISUAL** effects. **Critically fail** all **PERCEPTION** checks using vision. If vision you only **PRECISE SENSE**: -4 Status penalty to **PERCEPTION**. Overrides **DAZZLED**.

**DAZZLED** 442 If your vision is your only **PRECISE SENSE**, all creatures and objects are **CONCEALED** from you.

**DEAFENED** 443 You can't hear. **Critical fail** all checks **PERCEPTION** related to hearing. -2 to **PERCEPTION** for **INITIATIVE** and checks that also involve sounds. If performing **AUDITORY** action first: **FLAT vs. DC5** **F:** action is lost. You are immune to **AUDITORY** effects.

### CONDITIONS: DEATH AND DYING

**DOOMED (X)** 440 Reduce the maximum dying value by (X). If dying value is 0 then you die. Reduce 1: Full night's rest. Recover: Death.

**DYING (X)** 442 You are dying. Gain if reduced to 0 HP. Start at 1 + **WOUNDED**. You die at 4 (dying value). Lose if HP > 0. You are **UNCONSCIOUS**.

**UNCONSCIOUS** 442 Preform **RECOVERY CHECK** at start of turn: **FLAT vs. DC10+DYING** (Change dying value -2,-1,+1,+2. Increases by 1 if you take damage (2 if critical)). When **DYING** is lost: Increase **WOUNDED** by 1. You remain **UNCONSCIOUS** if HP is 0, until GM decides (10 Min to Several Hours) (Then gain 1 HP). At Gain: You gain **PRONE** and drop items unless effect or GM decides else.

**UNCONSCIOUS** 442 Status penalty to AC, **PERCEPTION**, **REFLEX**. You are **OFF-GUARD** and **BLINDED**. If HP > 0 you wake up if: Damaged, Healed, Shaken with **INTERACT**, Loud noise **PERCEPTION vs. STEALTH/LOUDEST NOISE DC** If asleep you GM wakes you up due to: Restful night, something disrupted the rest.

**WOUNDED (X)** 440 You are injured. If you lose the **DYING** condition increase by 1. Recover: **TREAT WOUNDS** or if you are at full HP and rest for 10 Min.

### CONDITIONS: MOVEMENT RESTRICTIONS

**IMMOBILIZED** 444 You can't use any **MOVE** actions. If external force would move you it has to succeed the DC of the effect holding you in place or relevant defense.

**GRABBED** 444 You are **OFF-GUARD** and **IMMOBILIZED**. If you use **MANIPULATE** action you must pass **FLAT vs. DC5** or lose action.

**RESTRAINED** 442 You are **OFF-GUARD** and **IMMOBILIZED**. You can't use **ATTACK** or **MANIPULATE** actions except for **ESCAPE** or **FORCE OPEN** against your bonds. Overrides **GRABBED**.

**PARALYZED** 443 You are **OFF-GUARD** and can't act except for **RECALL KNOWLEDGE** and actions that require only your mind. You have your senses but can't **SEEK**.

**ENCUMBERED** 443 You are carrying more than you can manage. You are **CLUMSY 1** and take **10-Foot** penalty to all Speeds (cannot reduce below 5 Feet).

**PRONE** 445 You are **OFF-GUARD** and take -2 Circ. penalty to attack rolls. The only **MOVE** actions you can make are **CRAWL** or **STAND**. Use **TAKE COVER** to gain **GREATER COVER** against ranged attacks. If you are knocked prone when **CLIMBING** or **FLYING** you fall. You cannot be knocked prone when **SWIMMING**.

### CONDITIONS: SPEED

**QUICKENED** 442 You gain 1 extra action, usable in certain ways, at beginning of turn. If under multiple effects you can use it in any specified way.

**SLOWED (X)** 442 Gain (X) less actions at start of turn.

**STUNNED(X/D)** 445 You can't act. If value (X): reduce the number of actions you gain at start of turn by (X). Then reduce condition by lost actions. If duration (D): You cannot use actions until over. Overrides **SLOWED**. Count lost actions for **STUNNED** as lost by slow as well.

→ SINGLE ACTION    ⇨⇨ TWO-ACTION ACTIVITY    ⇨⇨⇨ THREE-ACTION ACTIVITY    ⇨ FREE ACTION    ⇨ REACTION    (⇨) USABLE IN ENCOUNTER MODE

+2/+4/+1/-1 - bonus for Success (CRITICAL SUCCESS / FAILURE / CRITICAL FAILURE)

CS - Critical Success    S - Success    F - Failure    CF - Critical Failure

777 = Page reference for Player Core

### CONDITIONS: HEALTH

**BROKEN** 442 For objects. Cannot be used in normal function: No **ITEM** bonus except for **ARMOUR**. Broken **ARMOUR** takes Status penalty: Light -1, Medium -2, Heavy -3. You can't act or sense. You become an object with a **BULK** double your normal **BULK**, **AC 9**, **HARDNESS 8 HP** as Alive.

**PETRIFIED** 445 When removed your **HP** is the same as statue. If destroyed you die. Your body and mind in are in stasis, don't age. Can be of multiple types. Take the damage at the end of your turn, rolling damage dice again. May be doubled/halved due on results of roll.

**PERSISTENT DAMAGE** 3 After make **FLAT vs. DC15** to recover from it. Usually **IMMUNITIES**, **RESISTANCES**, and **WEAKNESSES** are used on each. GM might decide otherwise. Different types are counted as separate conditions. If same type the highest applies (GM decides unclear). May use **ASSISTED RECOVERY** to remove.

**SICKENED (X)** 446 -(X) Status penalty to all checks and DCs. Spend ⇨ to recover **FORTITUDE vs. EFFECT DC 5: Reduce SICKENED by -1(-2)** You can't willingly ingest anything.

### CONDITIONS: ATTITUDES

**HELPFUL** 444 Will accept reasonable **REQUESTS** from creature. Unless it is against creatures goals or quality of life.

**FRIENDLY** 444 Is likely to agree **REQUESTS** from creature. As long as they are simple, safe and don't cost too much.

**INDIFFERENT** 444 Most creatures are Indifferent towards creature.

**UNFRIENDLY** 442 Will not accept **REQUESTS** from creature.

**HOSTILE** 444 Will try to harm that creature.

### MELEE CRITICAL SPECIALIZATION 283

**AXE** Choose adjacent target. If its **AC** is lower than your attack roll: Deal damage to it equal to number of weapon dice you rolled.

**BRAWLING** Target must succeed **FORTITUDE vs. CLASS DC** or be **SLOWED 1** until end of your next turn.

**CLUB** You knock the target away from you up to 10 Feet (you choose the distance). This is forced movement.

**FLAIL** Target must succeed **REFLEX vs. CLASS DC** or be knocked prone.

**HAMMER** Target must succeed **FORTITUDE vs. CLASS DC** or be knocked prone.

**KNIFE** The target takes 1d6 resistant bleed damage. Add weapon's **ITEM** bonus to this damage.

**PICK** The target takes 2 additional damage per weapon damage die.

**POLEARM** You move the target 5 Feet of your choice. This is forced movement.

**SHIELD** You knock the target back from you 5 Feet. This is forced movement.

**SPEAR** Target is **CLUMSY 1** until the start of your next turn.

**SWORD** Target is **OFF-GUARD** until the start of your next turn.

### RANGED CRITICAL SPECIALIZATION 283

**BOMB** Increase the radius of Bomb's **SPLASH** damage (if any) by 10 Feet.

**BOW** If adjacent to surface. It is **IMMOBILIZED** and must **INTERACT** to attempt **ATHLETICS vs. DC10** to free itself. Incorporeal creatures can escape without effort.

**CROSSBOW** The target takes 1d8 persistent bleed damage. Add weapon's **ITEM** bonus to this damage.

**DART** The target takes 1d6 persistent bleed damage. Add weapon's **ITEM** bonus to this damage.

**FIREARM / SLING** Target must succeed **FORTITUDE vs. CLASS DC** or be **STUNNED 1**.

### WEAPONS OF CIRCUMSTANCE Weapons you might use if disarmed etc.

**FIST** 227 **Damage 1d4 B; Type Melee; Category Unarmed; Group Brawling.** **AGILE FINESSE NONLETHAL UNARMED**

**SHUNTLET** 227 **Damage 1d4 B; Type Melee; Category Simple; Group Brawling.** **AGILE FREE-HAND** Part of full plate, half plate, and splint armor.

**SHIELD BASH** 278 **Damage 1d4 B; Type Melee; Category Martial; Group Shield.**

**IMPROVISED WEAPONS** 275 Improvised weapons are simple weapons. You take a -2 **ITEM** penalty to attack rolls. Throw reference: Daggers/Clubs have **THROWN 10 FT.** GM determines the amount and type of damage and any weapon traits. Light hammer/Spear have **THROWN 20 FT.**

### RULES REMINDERS

**REST (B)** 439 Regain **HP = CONSTITUTION × LEVEL** (If Con < 1 treat as 1). Once per **24H**. Gain **FATIGUED** if in **ARMOUR** or if awake longer than **16H**.

**DAILY PREP (FB)** 439 Don armor, weapons and gear. **INVEST** up to 10 magic items. Regain: **-SPELLS, -FOCUS POINTS & -daily abilities.**

**COVER** 424 **LESSER COVER:** +1 Circ. to AC. **COVER:** +2 Circ. to AC, **REFLEX** and **STEALTH**; Can **HIDE**. **GREATER COVER:** +4 Circ. to AC, **REFLEX** and **STEALTH**; Can **HIDE**. Try to eliminate an effect (Te) with an another effect (Ce). Use a relevant modifier against Ce DC. A Spell uses casters DC and spellcasting mod.

**COUNTERACTING** 302, 475 **THE COUNTERACT RANK** is the spells rank or half of the effects level (round up). A Affliction uses its listed DC. **COUNTER vs. EFFECT DC** Counter **CS:** If **TE RANK ≤ CE RANK + 3** **S:** If **TE RANK ≤ CE RANK + 1** **F:** If **TE RANK < CE RANK** **CF:** Fail to counteract.

**MASSIVE DAMAGE** 442 If you ever take damage greater than double your maximum HP you die instantly.

**AQUATIC COMBAT** **OFF-GUARD** unless you have swim speed. Gain 5 resistance to acid and fire. Can't cast fire spells or use actions with the fire trait. **Take -2 Circ. penalty** to slashing and bludgeoning attacks that pass through water. Some ground based actions might not work.

**BREATHING AND SUFFOCATION** 427 You can hold your breath **S + CONSTITUTION** modifier. Reduce air by 1 round at the end of your turn. By 2 if attack or cast a spell. Lose 1 round if critical hit/fail. **No air:** Fall **UNCONSCIOUS** and at end of each turn make **FORTITUDE vs. DC20** **F:** Take 1d10 damage **CF:** die. Lose all air if you speak (including **CASTING A SPELL**). Each subsequent turn increase **DC** by 5 and damage by 1d10. If you regain breath you are no longer unconscious.

**MOUNTED COMBAT** 427 You and your mount share initiative, **MAP** and space. Use **COMMAND AN ANIMAL** to get your mount to spend its actions. On Large/Huge mount: Can attack any square adjacent given 5 or 10 Feet reach or any square within 10 Feet if 15 Feet reach. Gain lesser cover if the mount is in the way. You -2 Circ. penalty to **REFLEX** saves. Area effects hit both. If your mount is within reach you are too.

**ATTACK** - Interacts with **MAP**    **MOVE, MANIPULATE, CONCENTRATE** - Triggers for reactions conditions and more.    **S** - GM rolls    **T** - Requires skill training    **FEAT** - Requires Feat

**MENTAL, EMOTION & FEAR** - Tags for immunities    **AUDITORY/VISUAL** - Doesn't affect targets that can't see/hear    **LINGUISTIC** - Target needs to understand the language

**T** - Trained **B** - Expert    **M** - Master **L** - Legendary    **VARIOUS KNOWLEDGE** - Relevant Knowledge Skills    **MAGICAL SKILL** - Relevant Magic skill **ARCANA, NATURE, OCCULTISM, RELIGION**

All of this material is licensed under either OGL or ORC licence.    VOIDHAWK CHEATSHEET v1.2.2    By Voidhawk based on v1.6 clean rulebook by Jannick Daniel - CONDITIONS, RULES, & TABLES - Page 3

# MISC TABLES

Most of these tables are for reference. Remember to consult your GM.

GMC 52 DCs By Level	
Level	DC
0	14
1	15
2	16
3	18
4	19
5	20
6	22
7	23
8	24
9	26
10	27
11	28
12	30
13	31
14	32
15	34
16	35
17	36
18	38
19	39
20	40
21	42
22	44
23	46
24	48
25	50

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

UNCOMMON / RARE: Spell DCs should be adjusted

GMC 133 Magic Item DCs	
Item Level	DC
1	15
2	16
3	17
4	18
5	19
6	20
7	23
8	24
9	25
10	27
11	28
12	29
13	30
14	31
15	34
16	35
17	37
18	38
19	41
20	43

Narrow: up to +2  
Save: -Z

GMC 52 Simple DCs	
Proficiency Rank	DC
Untrained	10
Trained	15
Expert	20
Master	30
Legendary	40

GMC 52 DC Adjustments			
Difficulty	Adjustment	Rarity	
Incredibly easy	-10	-	
Very easy	-5	-	
Easy	-2	-	
Hard	+2	Uncommon	
Very hard	+5	Rare	
Incredibly hard	+10	Unique	

Environmental Damage	
Category	Damage
Minor	1d6 - 2d6
Moderate	4d6 - 6d6
Major	8d6 - 12d6
Massive	16d6 - 24d6

GMC 43 Watches and Rest			
Group Size	Total Time	Each Watch	
2	16 h	8 h	
3	12 h	4 h	
4	10 h, 40 min	2 h, 40 min	
5	10 h	2 hours	
6	9 h, 36 min	1 h, 36 min	

GMC 95 Temperature Effects				
Category	Temperature	Fatigue	Damage	
Incredible cold	-80° F or colder (-62° C or colder)	2 hours	Moderate cold every minute	
Extreme cold	-79° F to -21° F (-61° C to -29° C)	4 hours	Minor cold every 10 minutes	
Severe cold	-20° F to 12° F (-28° C to -11° C)	4 hours	Minor cold every hour	
Mild cold	13° F to 32° F (-10° C to 0° C)	4 hours	None	
Normal	33° F to 94° F (1° C to 34° C)	8 hours	None	
Mild heat	95° F* to 104° F* (35° C to 40° C)	4 hours	None	
Severe heat	105° F* to 114° F (41° C to 45° C)	4 hours	Minor fire every hour	
Extreme heat	115° F to 139° F (46° C to 59° C)	4 hours	Minor fire every 10 minutes	
Incredible heat	140° F or warmer (60° C or warmer)	2 hours	Moderate fire every minute	

Adjust temperatures down by 15° F (9° C) in areas of high humidity

GMC 252 Material Hardness, Hit Points, and Broken Threshold				
Material	Hardness	HP	BT	Example Items
Paper	0	1	—	Book pages, paper fan, scroll
Thin cloth	0	1	—	Kite, silk dress, undershirt
Cloth	1	4	2	Cloth armor, heavy jacket, sack, tent
Thin glass	0	1	—	Bottle, spectacles, window pane
Glass	1	4	2	Glass block, glass table, heavy vase
Glass structure	2	8	4	Glass block wall
Thin rope	2	8	4	Standard adventuring rope
Rope	4	16	8	Industrial rope, ship rigging
Thin leather	2	8	4	Backpack, jacket, pouch, strap, whip
Leather	4	16	8	Leather armor, saddle
Thin wood	3	12	6	Chair, club, sapling, wooden shield
Wood	5	20	10	Chest, simple door, table, tree trunk
Wooden structure	10	40	20	Reinforced door, wooden wall
Thin stone	5	16	8	Chalkboard, slate tiles, stone cladding
Stone	7	28	14	Paving stone, statue
Stone structure	14	56	28	Stone wall
Thin iron or steel	5	20	10	Chain, steel shield, sword
Iron or steel	9	36	18	Anvil, iron or steel armor, stove
Iron or steel structure	18	72	36	Iron plate wall

GMC 92 Urban: Doors, Gates, and Walls				
	Material	Climb DC	Hardness	HP (BT)
Door	Wood	20	10,	40 (20)
	Stone	30	14,	56 (28)
	Reinforced wood	15	15,	60 (30)
Well	Iron	30	18,	72 (36)
	Crumbling masonry	15	10,	40 (20)
	Wooden slats	15	10,	40 (20)
Portcullis	Masonry	20	14,	56 (28)
	Hewn stone	30	14,	56 (28)
	Iron	40	18,	72 (36)
Portcullis	Wood	10	10,	40 (20)
	Iron	10	18,	72 (36)

GMC 92 Forcing open			
Structure	Force	Open DC	
Stuck door or window		15	
Exceptionally stuck		20	
Lift wooden portcullis		20	
Lift iron portcullis		30	
Bend metal bars		30	

295 Cost of Living			
Standard of Living	Week	Month	Year
Subsistence*	4 sp	2 gp	24 gp
Comfortable	1 gp	4 gp	52 gp
Fine	30 gp	130 gp	1,600 gp
Extravagant	100 gp	430 gp	5,200 gp

\* You can attempt to **SUBSID** using **SOCIETY** or **SURVIVAL** for free.

262 Creature Bulk		
Size of Creature	Bulk	
Tiny	1	
Small	3	
Medium	6	
Large	12	
Huge	24	
Gargantuan	48	

GMC 95 Differently Sized Objects				
Creature Size	Price	Bulk	Light Becomes	Negligible Becomes
Tiny	Standard	Half*	—	—
Small or Med.	Standard	Standard	L	—
Large	x2	x2	1 Bulk	L
Huge	x4	x4	2 Bulk	1 Bulk
Gargantuan	x8	x8	4 Bulk	2 Bulk

GMC 95 Bulk Conversions			
Creature Size	Bulk Limit	Treats as Light	Treats as Negligible
Tiny	Half	-	none
Small or Med.	Standard	L	-
Large	x2	1 Bulk	L
Huge	x4	2 Bulk	1 Bulk
Gargantuan	x8	4 Bulk	2 Bulk

421 Size and Reach (in Feet)			
Size	Space	Reach (Tall)	Reach (Long)
Tiny	<5	0	0
Small	5	5	5
Medium	5	5	5
Large	10	10	5
Huge	15	15	10
Gargantuan	≥20	20	15

# TURN

<b>ROLLING INITIATIVE</b>	435, 436, 437 You usually roll <b>PERCEPTION</b> for initiative. <b>GM</b> might call for other checks if relevant. If creatures use <b>Avoid NOTICE</b> the <b>STEALTH</b> roll can be used for initiative.	For ties: enemies go first and players choose order during first round. Creatures have to use <b>STEALTH</b> or become noticed.
<b>START OF TURN</b>	435 - Use <b>◇</b> or your <b>▷</b> with trigger "Your turn begins". The last step you regain your actions <b>◇</b> and your reactions <b>▷</b> .	- Reduce your active effects by 1 round. - Recovery check. - Other start of turn effects. You also gain/lose extra actions here.
<b>TURN</b>	436 You use action/reactions/activities until you cannot.	If you can't act, you can't use any actions, including reactions and free actions.
<b>END OF TURN</b>	436 - Use <b>◇</b> or your <b>▷</b> with a trigger "Your turn ends". - Take persistent damage, attempt the flat check.	- End effects that last until end of turn. - Resolve anything specified.
<b>REACTIONS</b>	15, 436 You can use reactions <b>▷</b> outside your turn.	<b>GM</b> determines whether you can use reactions before your first turn begins, depending on situation.
<b>FREE ACTIONS</b>	15 You can use however many free actions <b>◇</b> during your turn.	If it has a trigger, like a reaction, then it can be triggered as a reaction. You can only use one free action per trigger.

# FALLING

<b>FALLING</b>	421 If you fall more than 5 <b>FEET</b> you take <b>BLOODENING</b> equal to half you fell. First round 500 <b>FEET</b> ; Thereafter 1,500 <b>FEET</b> .	If you take damage from falling you fall <b>PRONE</b> .
<b>FALLING ON A CREATURE</b>	Other creature makes a <b>REFLEX DC15</b> and take damage equal to <b>CS: no damage S: one-quarter F: half CF: same</b> you took.	
<b>FALLING OBJECTS</b>	Same rules as for creature.	Hazards and spells have their own rules.

# TERRAIN

<b>DIFFICULT TERRAIN</b>	Each square costs 5 extra <b>FEET</b> of movement. If you ignore difficult terrain you move through greater difficult terrain as normal difficult terrain.	<b>GREATER DIFFICULT TERRAIN:</b> Each square costs 10 extra <b>FEET</b> .
<b>HAZARDOUS TERRAIN</b>	Moving through hazardous terrain deals damage.	
<b>NARROW SURFACE</b>	<b>OFF-GUARD</b> and must <b>BALANCE</b> to cross. When you're hit or fail a save, succeed at a <b>REFLEX</b> save or <b>fall</b> .	
<b>UNEVEN GROUND</b>	<b>OFF-GUARD</b> and might need to <b>BALANCE</b> or fall <b>PRONE</b> . When you're hit or fail a save, succeed at a <b>REFLEX</b> save or <b>fall</b> .	
<b>INCLINE</b>	You need to <b>Climb</b> to ascend an incline. You're <b>OFF-GUARD</b> while <b>CLIMBING</b> .	

# AFFLICTIONS

<b>INITIAL EXPOSURE</b>	430 - 431 When first exposed you roll a saving throw. <b>F: Go to stage 1 CF: Go to stage 2</b>	Spells with affliction typically use the caster's spell DC
<b>STAGES</b>	Each stage lasts for a time. At the end of that time you attempt a new saving. Move to stage <b>+2,+1,-1,-2</b> . If you reach stage <b>0</b> the affliction ends. If it is virulent you must succeed at two consecutive saves to reduce the stage by 1. A <b>CS</b> reduces the stage by 1	
<b>MULTIPLE EXPOSURES</b>	If you are exposed again, make a new initial saving throw which instead increases the stage by 1 (2).	
<b>DAMAGE AND CONDITIONS</b>	Any damage happens when you reach that stage. Conditions affect you when the you reach the stage and last for their normal duration. Any condition that doesn't have a default duration lasts as long as you're at that stage (unless stated otherwise).	

# COMMON COSTS

These are only reference costs. **GM** has final say a usual.

<b>BEVERAGES</b>	294 Bottle of Fine Wine - 1 gp, Bottle of Wine - 1 sp, Keg of Ale - 2 sp, Mug of Ale - 1 cp Pot of Coffee or Tea - 2 cp
<b>MEAL</b>	294 Poor - 1 cp, Square - 3 cp, Fine Dining - 1 gp
Travel and Navigation	
<b>LODGING</b>	294 Floor Space - 3 cp/day, Bed, for 1 - 1 sp/day, Private Room, for 2 - 8 sp/day, Extravagant Suite - 10 gp/day   Stabling 2 cp/day
<b>TRANSPORTATION</b>	294 Caravan - 3 cp / 5 miles Carriage - 2 sp / 5 miles Ferry or Riverboat - 4 cp / 5 miles Sailing Ship - 6 cp / 5 miles   Toll - 1 cp

Help	
<b>GUIDE (WILDERNESS)</b>	FR 93 Familiar with the terrain and the habits of the creatures of the region. They can guide you through unfamiliar or hazardous locations. <b>Expedient</b> - 6 gp/day, <b>Safe</b> - 4 gp/day (Doubles your travel time but avoids hostile creatures.) Can help locate targets up to their level plus 5.
<b>GUIDE (SURVIVAL)</b>	FR 93 Level 1; Trained - 4 gp/day, Level 2 - 10 gp/day, Level 3; Expert - 20 gp/day, Level 4 - 50 gp/day

<b>HIRELING</b>	1ER 294 Paid laborer <b>Unskilled</b> - 1 sp/day, <b>Skilled</b> - 5 sp/day (+4 mod. in their expertise). Have someone cast a spell for you.	Double cost if adventuring. <b>UNCOMMON</b> spells cost at least +100% more. Spells that take longer than 1 min usually cost +25% more
<b>SPELLCASTING</b>	295 Rank: 1st - 3 gp, 2nd - 7 gp, 3rd - 18 gp, 4th - 40 gp, 5th - 80 gp, 6th - 160 gp, 7th - 360 gp, 8th - 720 gp, 9th - 1,800 gp If the spell has a cost you must pay that in addition.	

Information	
<b>FIXER (INFORMANT)</b>	FR 156 Provides basic information on a location. Automatically <b>Aids</b> you on attempts to <b>GATHER INFORMATION</b> and <b>RECALL KNOWLEDGE</b> on specific location. <b>Basic</b> - 5 sp/h, <b>Expert</b> 1 gp/h (Automatically Critical succeeds at <b>Aiding</b> you.)
<b>FIXER (COUNSELOR)</b>	FR 156 Helps you in social matters. Automatically <b>Aids</b> you on <b>IMPERSONATE</b> , <b>LIE</b> , <b>MAKE AN IMPRESSION</b> , and <b>REQUEST</b> within expertise. <b>Basic</b> - 1 gp/h, <b>Expert</b> 2 gp/h (Automatically Critical succeeds at <b>Aiding</b> you.)
<b>RESEARCHER</b>	FR 156 Independent Research: Can provide information to their level +4. Takes min 1 week and add 1 week for every level above. Research assistance: <b>Aids</b> a single PC with a single skill check as part of the <b>RESEARCH SUBSYSTEM</b> . Level 1; trained - 4 gp/day, Level 2 - 6 gp/day, Level 3; expert - 10 gp/day, Level 4 - 14 gp/day, Level 5 - 20 gp/day, Level 6 - 40 gp/day, Level 7; master - 50 gp/day. Can't help if library is 4 levels above. CS if 4 level above library.

Housing	
<b>RENTING</b>	16 17 Thatch hut (poor home) - 8 gp, Wood cottage (comfortable home) - 20 gp, Stone house (quality home) - 80 gp, Wood, stone, and metal manse (fine home) - 240 gp, Villa (luxury home) - 600 gp For Urban housing quarter cost.
<b>BUYING</b>	16 17 Thatch hut (poor home) - 100 gp + 2 gp/month, Wood cottage (comfortable home) - 300 gp + 6 gp/month, Stone house (quality home) - 2,000 gp + 40 gp/month, Wood, stone, and metal manse (fine home) - 6,000 gp + 120 gp/month, Villa (luxury home) - 15,000 gp + 300 gp/month For urban housing it costs half. Adding rooms to urban house cost up to 25% of house value

**ATTACK** - Interacts with **MAP** **MOVE**, **MANIPULATE**, **CONCENTRATE** - Triggers for reactions conditions and more. **S** - GM rolls **T** - Requires skill training **FEAT** - Requires **Feat**  
**MENTAL**, **EMOTION** & **FEAR** - Tags for immunities **AUDITORY** / **VISUAL** - Relevant targets that can't see/hear **LINGUISTIC** - Target needs to understand the language  
**A** - Trained **B** - Expert **M** - Master **L** - Legendary **VARIOUS KNOWLEDGE** - Relevant Knowledge Skills **MAGICAL SKILL** - Relevant Magic skill **ARCANA**, **NATURE**, **OCCULTISM**, **RELIGION**  
All of this material is licensed under either OGL or ORC licence. VOIDHAWK CHEATSHEET v1.2.2 By Voidhawk based on v1.5 clean rulebook by Jannick Daniel - CONDITIONS, RULES, & TABLES - Page 4

◆ SINGLE ACTION    ↔ TWO-ACTION ACTIVITY    ↔↔ THREE-ACTION ACTIVITY    ◇ FREE ACTION    ▷ REACTION    (◇) USABLE IN ENCOUNTER MODE  
+2(+4)/-1 - bonus for Success (CRITICAL SUCCESS / FAILURE / CRITICAL FAILURE)    CS - Critical Success    S - Success    F - Failure    CF - Critical Failure  
777 = Page reference for Player Core    LCR = Legacy Core Rulebook    GMC = GM Core    PFS = Pathfinder Society Guide    FB = Firebrands    TG = Travel Guide

# PATHFINDER 2E CHEATSHEET

## TRAITS

### TRAITS: ACTIONS

<b>ATTACK</b>	452 Action uses (checks are penalized by) and increases the MAP. <span style="float:right">-5 for second attack and -10 for third onwards.</span>
<b>AUDITORY</b>	453 This action can only be performed if you can produce the required sounds. Can only affect targets that can hear it. Only applies to sound-based parts of the effect, determined by GM.
<b>CONCENTRATE</b>	452 This action requires mental concentration and discipline. The action cannot be used in certain circumstances.
<b>FLOURISH</b>	139 You can only use one action with this trait per round.
<b>MANIPULATE</b>	458 You manipulate something. Often leaving you open to a <b>REACTIVE STRIKE</b> .
<b>MOVE</b>	458 You move. Often leaving you open to a <b>REACTIVE STRIKE</b> .
<b>OPEN</b>	1ER 634 You can only use if you haven't used an action with the <b>ATTACK</b> or <b>OPEN</b> trait this turn.
<b>PRESS</b>	459 You can only use this if you are currently affected by MAP. Can only be used on your turn. Effects that are added on a <b>FAILURE</b> don't apply on a <b>CF</b> . <span style="float:right">If your action <b>SUCCEEDS</b> you can choose to apply the <b>FAILURE</b> effect instead.</span>
<b>SECRET</b> — <b>S</b>	460 The GM rolls the relevant check hidden.
<b>SUBTLE</b>	460 A spell that can be cast without incantations and doesn't have obvious manifestations. <span style="float:right">This often means your target are unaware of your spell.</span>

### TRAITS: IMMUNITIES

<b>EMOTION</b>	455 Creatures with special training or have mechanical or artificial intelligence are immune.
<b>FEAR</b>	456 Makes the target afraid. Always has the <b>MENTAL</b> and <b>EMOTION</b> trait.
<b>LINGUISTIC</b>	458 Target have to be able to understand the language you are speaking.
<b>MENTAL</b>	458 Target cannot be a object or a mindless creature.
<b>OLFACTORY</b>	459 The action can only affect targets that smell it. <span style="float:right">Only applied to olfactory parts of the effect, determined by GM.</span>
<b>VISUAL</b>	463 The action can only affect targets that see it. <span style="float:right">Only applies to visible parts of the effect, determined by GM.</span>
<b>AUDITORY</b>	453 Can only affect targets that can hear it. <span style="float:right">Only applies to sound-based parts of the effect, determined by GM.</span>

### TRAITS: ENERGY / RESISTANCES / WEAKNESS

<b>ACID</b> <b>COLD</b> <b>ELECTRICITY</b> <b>FIRE</b> <b>FORCE</b>	Pure damage type tags. 452, 454-455,
<b>SONIC</b>	461 Deals sonic damage. A effect that only works if it makes sounds, doesn't work in a vacuum. <span style="float:right">Target doesn't need to hear the spell.</span>
<b>VITALITY</b>	463 Effects with this heals living creatures, deals vitality energy damage to undead, or manipulate vitality energy. <span style="float:right">Previously <b>POSITIVE</b></span>
<b>VOID</b>	463 Effects with this heals undead creatures, deals vitality energy damage to living creatures, or manipulate void energy. <span style="float:right">Previously <b>NEGATIVE</b></span>
<b>HOLY</b> / <b>UNHOLY</b>	457 / 462 Creatures with one of these tags are often vulnerable to the other.
<b>SANCTIFIED</b>	103 If you are <b>HOLY</b> or <b>UNHOLY</b> your <b>SANCTIFIED</b> actions and spells gain the same trait.

### TRAITS: AFFLICTIONS (POISONS, DRUGS, DISEASES AND CURSES)

<b>VIROLIENT</b>	304 A Affliction that is harder to remove. You must succeed at two consecutive saves to reduce stage by 1. A <b>CS</b> reduces stage by 1 instead of 2.
<b>CONTACT</b>	GM 248 A poison activated by applying to an item or living creatures skin. The first creature to touch must attempt a saving throw against the poison. Cannot be delivered via an attack.
<b>INGESTED</b>	GM 248 A poison activated by applying it to food or drink. A creature who eats/drinks the poison must attempt a saving throw against the poison.
<b>INHALED</b>	GM 248 When Unleashed it fills a <b>10-Foot</b> cube lasting for <b>1 Mn</b> or dissipated by a strong wind. Creatures entering must attempt a saving throw against it. If a creature is aware of it they can hold their breath and gain +2DC bonus to the saving throw.
<b>INJURY</b>	GM 248 Applied to weapon or ammunition. If a strike hit and deals <b>PIERCING</b> or <b>SLASHING</b> then the target must attempt a saving throw. The poison is consumed upon hit or if strike is <b>CF</b> . <span style="float:right">If <b>CF</b> or hit fails to deal <b>PIERCING</b> or <b>SLASHING</b> damage the position isn't applied.</span>
<b>POISON</b>	GM 248 An effect with this trait delivers a poison or deals poison damage. Might cause an affliction <span style="float:right">See <b>TREAT POISON</b> for removing.</span>
<b>DRUG</b>	GM 253 <b>FORGETTABLE DRUG DC</b> (GM 250) <span style="float:right">When taking drug: can't reduce stage.</span> Onset <b>1 DAY</b> 51 <b>FATIGUED</b> , <b>1 WEEK</b> 52 <b>FATIGUED</b> , <b>SICKENED</b> <b>1 WEEK</b> 53 <b>FATIGUED</b> , <b>DRAINED</b> <b>1</b> , <b>SICKENED</b> <b>1 WEEK</b> 54 <b>FATIGUED</b> , <b>DRAINED</b> <b>2</b> , <b>SICKENED</b> <b>2</b> , <b>STUPFIED</b> <b>1 WEEK</b> <span style="float:right">Save once a week for recovery: can't increase stage.</span> When you are addicted the conditions can't be removed. They are suppressed by taking the drug.
<b>DISEASE</b>	465 A disease. Usually a affliction. <span style="float:right">See <b>TREAT DISEASE</b></span>
<b>CURSE</b>	454 A affliction only removable by effects that specifically targets curses. <span style="float:right">See <b>Spell CLEANSE AFFLICTION</b> or <b>BREAK CURSE</b> skill feat for removing.</span>

### SHAPESHIFTING

<b>MORPH</b>	301 Alter a part of your body. You can only morph one body part at a time. Any <b>STRIKES</b> granted are <b>MAGICAL</b> . <span style="float:right">GM decides which morphs can be used together.</span> A second attempts to <b>COUNTERACT</b> the first as <b>POLYMORPH</b> . <span style="float:right">Your morph might end if polymorphed.</span>
<b>POLYMORPH</b>	301 Change form. Only one polymorph effect can be used at a time. Any <b>STRIKES</b> granted are <b>MAGICAL</b> . <span style="float:right">No control over precise appearance.</span> A second polymorph attempts to <b>COUNTERACT</b> the first. If it succeeds it replaces it. Usually in a battle form you can't cast spells, speak or use <b>MANIPULATE</b> actions. <span style="float:right">Your gear is absorbed (their constant abilities remain, but can't activate).</span>

◆ SINGLE ACTION      ⇨ TWO-ACTION ACTIVITY      ⇨⇨ THREE-ACTION ACTIVITY      ◇ FREE ACTION      ⇨ REACTION      (⇨) USABLE IN ENCOUNTER MODE  
 +2/+4/+1/-1 - bonus for **SUCCESS** (CRITICAL SUCCESS / FAILURE / CRITICAL FAILURE)  
 777 = Page reference for **Player Core**      LCR = Legacy Core Rulebook      DA = Dark Archive      CS = Critical Success      S = Success      F = Failure      CF = Critical Failure      GM = GM Core  
 SoM = Secrets of Magic      GG = Guns & Gears      TV = Treasure Vault      AG = Ancestry Guide      ME = Magwani Expanse      Le = Legends

### TRAITS: MAGICAL

<b>DEATH</b>	454 If you are reduced to <b>0 HP</b> by an effect you die, skipping <b>DYING</b> .
<b>FORTUNE</b>	There can only be one <b>FORTUNE</b> / <b>MISFORTUNE</b> effect applied on a roll. Choose best/worst.
<b>MISFORTUNE</b>	460 If there is both <b>FORTUNE</b> and <b>MISFORTUNE</b> effect they cancel out.
<b>INCAPACITATION</b>	457 Any creature higher than the effect (or twice spell level) treats the result as one step higher.
<b>LIGHT</b>	458 Overcomes non-magical darkness in the area and can <b>COUNTERACT</b> magical darkness. Usually your light magic must target the darkness magic.
<b>MINDSHIFT</b>	0A 221 You can replace any damage with mental damage. It gains the <b>MENTAL</b> trait and any save it requires changes to a <b>WILL</b> save. It loses other damage types it no longer deals. Creature takes control of body, via mind and spirit. Possessor is <b>UNCONSCIOUS</b> unless it physically enters. Possessor gains the target purely physical abilities/stats but uses its own spells and purely mental abilities/stats. <span style="float:right">Targets item bonuses apply to physical and possessors apply to mental.</span>
<b>POSSESSION</b>	459 When target takes damage, possessor takes half as mental. <span style="float:right">If target dies, Possession ends and Possessor is <b>STUNNED</b> (1 Mn).</span> If possessor reaches <b>0 HP</b> it is knocked out and Possession ends. If target reaches <b>0 HP</b> possessor can fall <b>UNCONSCIOUS</b> or return to its body with ⇨.
<b>PREDICTION</b>	460 Effects with this trait determine what is likely to happen in the near future.
<b>REVELATION</b>	460 Effects with this trait see things as they truly are.
<b>SPELLSHAPE</b>	302 Tweak spells. Must use directly before casting the spell you want to alter. <span style="float:right">Previously <b>METAMAGIC</b>.</span>
<b>SUMMON</b>	300 You summon a creature. They gain the <b>SUMMONED</b> trait. Highest level you can summon for each rank is: 1st: -1      2nd: 1      3rd: 2      4th: 3      5th: 5      6th: 7      7th: 9      8th: 11      9th: 13      10th: 15
<b>SUMMONED</b>	A summoned creature can't summon other creatures, create things of value or cast spell that require a cost. It gains <b>MINION</b> trait. If it attempts to cast a spell higher than the summoning spell it fails and the summoning spell ends. <span style="float:right">When it is summoned it immediately uses its 2 actions.</span>
<b>MINION</b>	301 It usually attacks your enemies. If you can communicate with it you can command it. <span style="float:right">Summned creatures can be banished.      Could return to unaltered state.</span> A minion can only use 2 actions per turn and no reactions. It can't act outside its masters turn. It acts when you spend an action to command it. Done via <b>COMMAND AN ANIMAL</b> , <b>SUSTAIN A SPELL</b> or verbal command.
<b>TELEPORTATION</b>	462 Move something from one point to another instantaneously. Usually doesn't trigger <b>REACTIONS</b> .

### TRAITS: MISC ITEMS

<b>ADJUSTMENT</b>	ME 308 Items with this trait alter existing pieces of equipment. <span style="float:right">Armour adjustments can't alter <b>EXPLORERS CLOTHING</b>. Applying usually takes <b>10 Mn</b> and a <b>REPAIR KIT</b>.</span>
<b>COMPANION</b>	GM 272 An item with this trait can be worn by a <b>ANIMAL COMPANION</b> .
<b>CONSUMABLE</b>	454 An item that can only be used once. <span style="float:right">You can craft in batches of four.</span>
<b>GADGET</b>	GG 233 Consumable Technological inventions
<b>MECHANICAL</b>	458 Is a constructed physical object.
<b>SNARE</b>	1ER 636 A trap that can be crafted if you have <b>SNARE CRAFTING</b> feat. When used or dismantled it is destroyed. <span style="float:right">If <b>B</b> in <b>CRAFTING</b> only creatures <b>T</b> in <b>PERCEPTION</b> can find trap, same for <b>M</b> only <b>B</b> etc.</span> It takes <b>1 Mn</b> to craft it at its listed price. It occupies a <b>5 Feet</b> square. When a small or larger creature enters the effect occurs. <span style="float:right">Use creators <b>CRAFTING DC</b> as its <b>STEALTH DC</b> and the <b>DC</b> for <b>DISABLE A DEVICE</b>.</span> You can always disable your own snare.
<b>PRECIOUS</b>	GM 332 A material with special properties
<b>STEAM</b>	GG 236 Items powered by engines that boil water.
<b>TRAP</b>	GG 236 A hazard constructed to hinder interlopers. <span style="float:right">Can usually be disabled using <b>DISABLE A DEVICE</b></span>

### TRAITS: ALCHEMICAL ITEMS

<b>BOMB</b>	453 An alchemical bomb <span style="float:right">As <b>CONSUMABLE</b> item they cannot be etched with runes.</span> Count as martial thrown weapons with a range increment of <b>20 Feet</b> . <span style="float:right">It is activated as part of the strike.</span>
<b>LOZENGE</b>	TV 220 A alchemical lozenge. You gain a bonus while in your mouth over time. <span style="float:right">You can bite a for a secondary effect, using it up.</span> You can only have one lozenge in your mouth. You can spit it out using ⇨ making it inert. <span style="float:right">If you have more than one both become inert.</span>
<b>MUTAGEN</b>	1ER 634 A Elixir that temporarily transmogrifies the subjects body. Always gives one benefit and one drawback. This is a <b>POLYMORPHIC</b> effect with its counteract value according to <b>DCs BY LEVEL</b> and modifier that is <b>10</b> less than it.
<b>ELIXIR</b>	455 A liquid that grants the drinker some benefit.
<b>PROCESSED</b>	455 A Alchemical item that can be crafted with the <b>QUICK ALCHEMY</b> but takes <b>1 Mn</b> to craft. <span style="float:right">If it takes more than ⇨⇨ to activate then it remains potent equal to its activation time.</span>

**ATTACK** - Interacts with **MAP**      **MOVE**, **MANIPULATE**, **CONCENTRATE** - Triggers for reactions conditions and more.      **S** - GM rolls      **T** - Requires skill training      **FEAT** - Requires Feat  
**MENTAL**, **EMOTION** & **FEAR** - Tags for immunities      **AUDITORY** / **VISUAL** - Doesn't affect targets that can't see/hear      **LINGUISTIC** - Target needs to understand the language  
**T** - Trained **B** - Expert      **M** - Master      **D** - Legendary      **VARIOUS KNOWLEDGE** - Relevant Knowledge Skills      **MAGICAL SKILL** - Relevant Magic skill      **ARCANA**, **NATURE**, **OCCULTISM**, **RELIGION**  
 All of this material is licensed under either OGL or ORC lisenice. VOIDHAWK CHEATSHEET v1.2.2      By Voidhawk based on v1.6 clean rulebook by Iannick Daniel - Traits - Page 5

## TRAITS: WEAPON

<b>AGILE</b>	282	Multiple attack penalty with this weapon is <b>-4</b> and <b>-8</b> instead of <b>-5</b> and <b>-10</b>	
<b>ATTACHED</b>	282	Has to be attached to another item to be used. Typically only one can be attached.	
<b>BACKSTABBER</b>	282	When attacking an <b>OFF-GUARD</b> creature deal <b>1</b> precision damage.	
<b>BACKSWING</b>	282	After missing on your turn, gain <b>+1 Circ.</b> bonus to your next attack.	
<b>BRACE</b>	TV 24	When <b>READY</b> to strike an opponent that moves within reach. Gain <b>+2</b> precision damage for each weapon die until the start of next turn.	
<b>CAPACITY (X)</b>	TV 207	You have (X) barrels/chambers on the weapon. After firing you change barrels/chambers with a <b>INTERACT</b> action (No free hand required). Each barrel/chamber can be reloaded with separate <b>INTERACT ACTION</b> .	
<b>CLIMBING</b>	AAWS	The hand holding this weapon is freely available to <b>LUMB</b> .	
<b>COBBLED</b>	65 239	On a missed attack you have to succeed <b>[FLAT vs DCS]</b> or misfire.	
<b>COMBINATION</b>	TV 207	Both melee weapon and range weapon. Use <b>INTERACT</b> to switch. If last action was melee <b>STRIKE</b> you can make a ranged <b>STRIKE</b> without switching.	
<b>CONCEALABLE</b>	282	<b>+2 Circ.</b> to <b>STEALTH</b> checks and <b>DCs</b> to conceal weapon.	
<b>CONCUSSIVE</b>	66 162	Use weaker resistance or immunity for piercing or bludgeoning when applying.	
<b>CRITICAL FUSION</b>	TV 207	Melee part gains two Crit. Spec. which can replace standard: Ranged Specialization add <b>2</b> damage per damage die. These discharge ranged weapon.	
<b>DEADLY</b>	282	On Critical add weapon damage of listed size after doubling. Increase to: <b>2</b> for <b>STRIKING</b> , <b>3</b> for <b>MAJOR STRIKING</b>	
<b>DISARM</b>	282	Can <b>DISARM</b> with weapon without a free hand. Use weapons reach and add the <b>ITEM</b> bonus to check. You can replace Critical failure with dropping the weapon.	
<b>DOUBLE BARREL</b>	65 232	You can fire both barrels together increasing the damage die by one step. If it has <b>FATAL</b> also increase it by one step.	
<b>FATAL</b>	282	On critical change die to listed and add one additional damage die.	
<b>FATAL AIM</b>	65 232	When wielding weapon in both hands it gains <b>FATAL</b> of listed die. To change grips you require <b>INTERACT</b> action	
<b>FINESSE</b>	282	You can use your <b>DEXTERITY</b> instead of <b>STRENGTH</b> on attack rolls. Damage is still <b>STRENGTH</b> .	
<b>FORCEFUL</b>	282	Second attack gain <b>Circ.</b> damage bonus equal to damage dice. Subsequent gain double.	
<b>FREE-HAND</b>	282	This weapon doesn't take up your hand. You can only have one free hand weapon on a hand.	
<b>GRAPPLE</b>	282	Can <b>GRAPPLE</b> with weapon without a free hand. Use weapons reach and add the <b>ITEM</b> bonus to check. You can replace Critical failure with dropping the weapon.	
<b>HAMPERING</b>	65 17	You can use <b>INTERACT</b> action to make a square, within reach, difficult terrain until attack or start of you next turn.	
<b>INJECTION</b>	TV 41	After a successful attack with weapon you can inject poison with a single <b>INTERACT</b> action. Refilling requires <b>3 INTERACT</b> actions and two hands.	
<b>JOUSTING</b>	282	When mounted: Can wield one handed using listed damage value. When mounting/dismounting you can switch to one-hand/two-hand. If you moved min <b>10 FEET</b> attacks gain <b>Circ.</b> bonus equal to number of damage dice.	
<b>KICKBACK</b>	65 234	Deal <b>1</b> additional damage on all attacks. <b>-2 Circ.</b> penalty to attack roll unless <b>+2</b> or more strength. Bipod, tripod, or stabilize can reduce/negate penalty.	
<b>MODULAR</b>	64M 120	Can deal different types of damage, listed in the trait. Change damage type using a <b>INTERACT</b> actions.	
<b>MOUNTED</b>	65 234	Mounted siege weapon.	
<b>NONLETHAL</b>	282	Attacks with this weapon are nonlethal. You can use a <b>NONLETHAL</b> weapon to make a lethal attack with a <b>-2 Circ.</b> penalty.	
<b>PARRY</b>	282	You can use <b>◆</b> to gain <b>+1 Circ.</b> bonus to <b>AC</b> until the start of your next turn.	
<b>PORTABLE</b>	65 235	Portable siege weapons.	
<b>PROPLUSIVE</b>	282	You add half your <b>STRENGTH</b> modifier to damage rolls with a propulsive ranged weapon. If you have negative modifier add full instead.	
<b>RANGED TRIP</b>	283	You can trip within the weapon's first range increment. With <b>-2 Circ.</b> penalty. You add the weapons <b>ITEM</b> bonus to the check.	
<b>RAZING</b>	TV 629	When you deal damage to an object add additional damage equal to double the number of damage dice.	
<b>REACH</b>	283	This weapon can attack enemies up to <b>10 FEET</b> away. For creatures with reach, the weapon increases their reach by <b>5 FEET</b> .	
<b>RECOVERY</b>	TV 201	The weapon returns to the throwers hand on a unsuccessful thrown strike.	
<b>RELOAD</b>	LCR 279	This tag means the same as ranged reload.	
<b>REPEATING</b>	TV 201	This weapon uses a magazine and (Usually) doesn't need to be reloaded between shots. When the ammunition runs out it requires <b>3 INTERACT</b> actions.	
<b>RESONANT</b>	AG 139	Channel energy into weapon after spell cast with <b>ACID, COLD, ELECTRIC, FIRE</b> or <b>SONIC</b> trait: <b>◆</b> The weapon deals <b>1</b> additional damage (of trait type) per weapon die until the start of your next turn. If multiple traits select one.	
<b>SCATTER</b>	65 235	On a hit all creatures within the listed radius around it take <b>1</b> point of <b>SPLASH</b> damage per weapon damage die.	
<b>SHOVE</b>	283	Can <b>SHOVE</b> with weapon without a free hand. Use weapons reach and add the <b>ITEM</b> bonus to check. You can replace Critical failure with dropping the weapon.	
<b>SPLASH</b>	6MC 244	If a attack weapon with the splash trait doesn't <b>Critically miss</b> then all creatures within <b>5 FEET</b> (and target) takes the listed splash damage. Combine damage with initial damage for resistance/weaknesses. If it is a thrown weapon don't add your <b>STRENGTH</b> mod. to your damage roll	
<b>SWEEP</b>	283	<b>+1 Circ.</b> bonus to attack if you have attacked a different target this turn using this weapon.	
<b>TETHERED</b>	TV 202	You can retrieve the weapon using a <b>INTERACT</b> action.	
<b>THROWN</b>	283	You can throw this weapon as a ranged attack up. Add <b>STRENGTH</b> to damage when thrown.	
<b>TRAINING</b>	TV 202	Striking a creature with gives your animal companion or your bonded animal <b>+1 Circ.</b> bonus to its next attack roll.	
<b>TRIP</b>	283	Can <b>TRIP</b> with weapon without a free hand. Use weapons reach and add the <b>ITEM</b> bonus to check. You can replace Critical failure with dropping the weapon.	
<b>TWIN</b>	283	If you have attack with a weapon of same type add <b>Circ.</b> bonus to damage equal to the number of damage dice.	
<b>TWO-HAND</b>	283	This weapon can be wielded in two hands. When done so its weapon dice changes to the indicated value.	
<b>UNARMED</b>	283	You use your body. Cannot be <b>DISARMED</b> . Doesn't occupy a hand.	
<b>VEHICULAR</b>	TV 202	Attached to a vehicle/worn by mount. Typically only usable by driver of vehicle or mount's rider. <b>DISARMED</b> by knocking the controls out of wielder's hands.	
<b>VERSATILE</b>	283	This weapon can be used with a different type of damage than it's listed type.	
<b>VOLLEY</b>	283	This weapon is less effective. Attacks within listed range take <b>-2</b> penalty.	

◆ SINGLE ACTION    ◆◆ TWO-ACTION ACTIVITY    ◆◆◆ THREE-ACTION ACTIVITY    ◆ FREE ACTION    ⇨ REACTION    (◆) USABLE IN ENCOUNTER MODE  
**27(+4/+1)/-1 - bonus for Success (Critical Success / FAILURE / CRITICAL FAILURE)**  
**777 = Page reference for Player Core**    **LCR = Legacy Core Rulebook**    **GM = GM Core**  
**SoM = Secrets of Magic**    **GG = Guns & Gears**    **RoE = Rage of Elements**    **TV = Treasure Vault**    **AAWS = Azarketi Ancestry Web Supplement**  
**CS - Critical Success**    **S - Success**    **F - Failure**    **CF - Critical Failure**

## TRAITS: ARMOUR

<b>ADJUSTED</b>	TV 206	This item comes with a <b>ADJUSTMENT</b> (item) described it its entry. The adjustment is built in permanently. You cannot add another adjustment.
<b>AQUADYNAMIC</b>	TV 206	You don't apply the armor's check penalty to <b>ACROBATICS</b> OR <b>ATHLETICS</b> checks in water or similar liquids.
<b>BARDING</b>	TV 206	Special armor for animals. All animal are <b>†</b> in barding, Combat-trained animals are <b>††</b> in heavy barding.
<b>BULWARK</b>	271	On Reflex saves to avoid damaging effects add <b>+3</b> modifier instead of <b>DEXTERITY</b> .
<b>COMFORT</b>	271	You can rest normally while wearing.
<b>ENTRENCH</b>	298	You can spend <b>◆</b> to gain a <b>+1 Circ.</b> bonus to <b>AC</b> . Often against a listed attack
<b>FLEXIBLE</b>	272	Doesn't hinder most actions. You don't apply check penalty to <b>ACROBATICS</b> OR <b>ATHLETICS</b> .
<b>HINDERING</b>	TV 209	This armor slows you down. You take a <b>-5</b> penalty to all speed (min <b>5 Foot</b> speed). Separate and additional to armor's <b>SPEED PENALTY</b> .
<b>INSCRIBED</b>	TV 209	Holds one scroll inscribed on item. You don't need to draw it but need a free hand to activate it.
<b>LAMINAR</b>	TV 209	When broken it the status penalty is instead: Medium <b>-1</b> , Heavy <b>-2</b> , none if light
<b>NOISY</b>	272	The armor's check penalty applies to <b>STEALTH</b> checks even if you have the required <b>STRENGTH</b> modifier.
<b>PONDEROUS</b>	TV 209	You take <b>-1</b> penalty to initiative checks. If you don't meet the required strength score increase penalty to check penalty (if worse)

## TRAITS: SHIELD

<b>DEFLECTING</b>	TV 208	Increase the shield's <b>HARDNESS</b> against the listed type of attack by <b>2</b> .
<b>FOLDAWAY</b>	TV 208	You can use <b>INTERACT</b> to deploy or stow the shield. You can <b>RAISE A SHIELD</b> when deployed and have a free hand or holding item of light bulk (not weapon). When deployed you can't use weapons, operate anything requiring two hands or attack with the gauntlet. You can lock a <b>LOUSING</b> weapon into the shield. <b>INTERACT</b> to lock the weapon in place. Locked weapons can be wielded in two hands simultaneously.
<b>HARNESSED</b>	TV 209	While <b>RAISED</b> you gain the jousting benefit as if mounted. Reduce the <b>REACH 5 FEET</b> if greater than <b>5 FEET</b> .
<b>HEFTY</b>	TV 209	<b>RAISING A SHIELD</b> requires a two action activity unless your <b>STRENGTH</b> score equals or exceeds the listed value.
<b>INTEGRATED</b>	TV 209	Weapon part of shield. Works as <b>ATTACHED</b> weapon but can't be removed. The weapon; is martial, in the shield group, requires one hand. Fight normally even if shield is broken. Both destroyed together.
<b>LAUNCHING</b>	TV 209	Can shoot projectiles. Can function as ranged weapon, the hand holding the shield counting towards total. Reloading takes the normal <b>INTERACT</b> actions, min <b>1</b> .
<b>SHIELD THROW</b>	TV 221	This shield can be thrown as a ranged object (martial thrown ranged weapon). Its damage dice and type is same as <b>SHIELD BASH</b> .

## TRAITS: MAGICAL ITEMS

<b>APEX</b>	6MC 270	Improves attribute modifier by <b>1</b> or to a total of <b>+4</b> , whichever gives a higher score. You gain all the benefits of the higher value. You can gain the attribute benefit from one apex item at a time.
<b>ARTIFACT</b>	6MC 300	Special magical items. Cannot be <b>CRAFTED</b> . Are always <b>RARE</b> or <b>UNIQUE</b> .
<b>BOTTLED BREATH</b>	RAE 75	Active to breath it in, holding it in your lungs (usually <b>5 + CONSTITUTION</b> rounds without damage) gaining its effect. At exhale apply breath and the bottle is consumed.
<b>CATALYST</b>	SAM 168	Consumable material that alters or magnifies a spell. The spell gains <b>MANIPULATE</b> . Can increase required actions. A catalyst can be drawn as part of casting.
<b>CENSER</b>	RAE 163	Activate a held censer to fill area in an emanation around it with smoke. lasts for <b>1Min</b> , until dispersed by strong wind or dismissed. Doesn't <b>CONCEAL</b> . Can be left in a square.
<b>CODA</b>	TV 207	Magical instrument that works like a staff.
<b>CONTRACT</b>	LC 10	A magical contract.
<b>CURSED</b>	6MC 306	A curse. Only discovered on <b>CS</b> when identifying. The cursed item can't be discarded when triggered/invested at first time.
<b>FIGUREHEAD</b>	RAE 177	A magical figurehead of a ship. Can only be used by a creature attuned to it. Can be activated from anywhere on the vessel
<b>FOCUSED</b>	6MC 221	This item grants an extra <b>FOCUS POINT</b> . Can only gain 1 extra this way.
<b>FULLU</b>	SAM 108	Small paper charm or talisman that is consumed upon use. Affixing or removing uses <b>AFFIX A FULLU</b> or if Talisman <b>AFFIX A TALISMAN</b> .
<b>GRIMOIRE</b>	SAM 162	Spellbook that enhances prepared spells. Can <b>ACTIVATE</b> for spells prepared with Grimoire. You can erase spells. <b>1Min</b> ritual to transfer spells from spellbook.
<b>INTELLIGENT</b>	6MC 304	This item has its own will and personality.
<b>INVESTED</b>	6MC 270	A character can only wear <b>10</b> magical items with the invested trait. Has to be invested to gain its bonuses or to activate.
<b>MISSIVE</b>	TV 220	A magical stationery that must be crafted and composed.
<b>OIL</b>	6MC 257	Oils are magical gels, ointments, pastes, or salves that are typically applied to an object and are used up in the process. Usually needs one hand.
<b>POTION</b>	469	You can <b>ACTIVATE</b> a potion to drink it or feed to willing/helpless creature.
<b>RELIC</b>	TV 201	Extraordinary magic item that grows in power along with a character
<b>SCROLL</b>	6MC 262	A single spell you can cast without expending a spell slot. The spell must appear on your spell list. No additional costs. If spell requires focus it is also required.
<b>SPELLGUN</b>	TV 221	A item that generate a magical effect like a bullet. Not a firearm.
<b>SPELLHEART</b>	TV 221	A permanent item that works similar to <b>TALISMANS</b> . Counts toward Talisman limit. Cantrips cast use your spell attack roll or spell DC if higher.
<b>STAFF</b>	6MC 270	A magic item holding spells and allows cast of additional spells by preparing.
<b>STRUCTURE</b>	462	An item that creates a magical structure. Must be activated on a free plot of land. Might sink on unstable surface. Doesn't harm creatures.
<b>TALISMAN</b>	263	A small object affixed to armor, shield or weapon. Must be wearing item to activate it. Consumed after use. Use <b>AFFIX A TALISMAN</b> to affix
<b>TATTOO</b>	SAM 164	A magical tattoo. Each reduces the number of invested items by <b>1</b> .
<b>WAND</b>	463, 6MC 292	A wand contains a single spell you can cast once per day. You can overcharge a wand once per day. <b>[FLAT vs DCS]</b> <b>F: Wand is destroyed</b> . A second overcharge destroys the wand.

**ATTACK** - Interacts with Map    **MOVE, MANIPULATE, CONCENTRATE** - Triggers for reactions conditions and more.    **S** - GM rolls    **†** - Requires skill training    **FEAT** - Requires Feat  
**MENTAL, EMOTION & FEAR** - Tags for immunities    **AUDITORY / VISUAL** - Doesn't affect targets that can't see/hear    **LINGUISTIC** - Target needs to understand the language  
**†** - Trained    **††** - Expert    **†††** - Master    **††††** - Legendary    **VARIOUS KNOWLEDGE** - Relevant Knowledge Skills    **MAGICAL SKILL** - Relevant Magic skill **ARCANA, NATURE, OCCULTISM, RELIGION**  
All of this material is licensed under either OGL or ORC licence.    VOIDHAWK CHEATSHEET v1.2.2    By Voidhawk based on v1.6 clean rulebook by Iannick Daniel - **Traits** - Page 6