Pathfinder Second Edition
Quick-Reference Sheet

3 Modes of Play

Pathfinder is played in one of three modes, which determines the flow of time and what you can get accomplished when it is your turn to act. The three modes are:

Encounter Mode (p.468)**:** This happens whenever you are in combat. The game is measured in 6-second rounds, during which all participants get a turn to act. Play happens in initiative order and what you can do on your turn is limited to three actions (with one reaction happening anytime during the round).

Exploration Mode (p.479)**:** This happens whenever you are traveling, exploring, or navigating through dangerous or unknown environments. The game is measured in minutes and hours, during which participants can decide what they want to do as new challenges and decision points become available. Exploration is very narrative, broken up by checks and rolls as needed to determine the outcome of character choices.

Downtime Mode (p.481)**:** This happens when the characters are relatively safe and secure, as they spend their time training, crafting, or working a profession. This game time is measured in days in which each character can decide how they spend their time advancing their personal goals and agendas.

Checks (p.443)

During the game, you will be asked to perform a variety of checks. In most cases, these checks are a d20 roll plus a modifier based on the type of check. If you are playing a pregenerated character, all of the bonuses are calculated for you. The final total of your check is compared to a value called a Difficulty Class (DC) to determine success or failure. Checks follow this formula:

Check = d20 + your proficiency bonus + ability modifier + other bonuses/penalties

Proficiency Bonus: This is the combination of your proficiency level plus your character level (if trained or higher).
Critical Success/Hit ("crit"): You score a critical success by rolling a "natural" 20 or by beating the DC by 10 or more.
Critical Failure/Miss ("fumble"): You fumble a check by rolling a "natural" 1 or by failing to reach the DC by 10 or more.

Combat (p.468-478)

Combat occurs in the following steps:

Step 1: Roll Initiative. Participants make a check based on what they were doing when combat started (in exploration mode). Most often this is a Perception check, but it can be a Stealth check, Survival check, or even a social skill.

Step 2: Play a Round. Acting in order from highest to lowest, each participant gets to take 3 actions (◆◆◆) on their turn and any number of free actions (◆). In addition, each participant can take one reaction (↻) each round (refreshed at the start of their turn). In addition to special actions (from class, race, feats, etc), most participants can take the following actions.

◆↻ **Aid:** Spend an action to set up, then make a DC 20 check to grant an ally a +1 bonus on their check (+2 on a crit).
◆ **Crawl:** Move 5 feet while prone.
◆ **Delay:** Take your turn later.
◆ **Drop Prone:** Become prone.
◆ **Escape:** Try to break out of a grapple using an attack, Athletics or Acrobatics.
◆ **Interact:** Ready an item, open a door, or manipulate an item.
◆ **Leap:** Jump 10 feet (15 feet if your move is 30)
◆ **Point Out:** Indicate the location of a creature you can see.
◆ **Raise a Shield:** Position your shield to protect vs attack.

◆◆ **Ready:** Prepare a single action that you can then trigger with a reaction.
◆ **Release:** Drop a held item.
◆ **Seek:** Look for hidden objects, creatures, or traps.
◆ **Sense Motive:** Secret Perception check to notice deception.
◆ **Stand:** Stand up from prone.
◆ **Step:** Move 5 feet, does not trigger reactions.
◆ **Stride:** Move up to your speed.
◆ **Strike** (attack)**:** Make an attack with a melee or ranged weapon. Each additional attack in one round takes a -5 penalty (agile weapons only take a -4).
◆ **Take Cover:** Increase the bonus from cover.

Step 3: End of Round. If there are still enemies present, the combat continues into a new round, using the same initiative from the previous round.

Death and Dying (p.459-460)

When reduced to 0 hit points, you fall unconscious and gain the dying 1 condition (2 on a crit). If you have the wounded condition increase the dying condition by that value. Move your initiative to directly before the creature or effect that dropped you. At the start of your turn, attempt a flat check, called a recovery check, vs DC 10 + your dying condition (crit success reduces dying by 2, success reduces dying by 1, fail increases dying by 1, crit fail increases dying by 2). Creatures die upon reaching dying 4.

If you lose the dying condition by succeeding at a recovery check and are still at 0 hit points, you remain unconscious. If your hit points increase to 1 or more, you immediately lose the dying condition and wake up. Anytime you lose the dying condition, you gain the wounded 1 condition (or increase the wounded value by 1 if you already have that condition).

Common Conditions (p.618-623)

Blinded: You cannot see. All terrain is difficult. Automatically fail vision-based Perception checks.

Concealed: While you are concealed from a creature, you are difficult for that creature to see. A creature you are concealed from must succeed at a DC 5 flat check when making an attack or targeting you with a spell or effect.

Encumbered: If you are encumbered, decrease your Speed by 10 feet to a minimum of 5 feet. You also increase your armor's check penalty by 2, or take a –2 check penalty if you are unarmored.

Enfeebled: You are physically weakened. Enfeebled always includes a value. When you are enfeebled, you take a status penalty equal to the condition value to Strength-based rolls and DCs, including Strength-based melee attack rolls, Strength-based damage rolls, and Athletics checks.

Flat-Footed: You are unable to focus your full attention on defense. You take a –2 circumstance penalty to AC.

Frightened: You are afflicted by fear. Frightened always includes a value. You take a status penalty on all your checks, DCs, and saving throws equal to this value. Unless noted otherwise, at the end of each of your turns, the value of your frightened condition decreases by 1.

Grabbed: You are held in place by another creature. You are immobile and flat-footed. If you attempt a manipulate action while grabbed, you must succeed at a DC 5 flat check or you fail and the action is wasted.

Paralyzed: Your body is frozen in place. You are flat-footed and can't act, except to Recall Knowledge and take other actions that require using only your mind (as determined by the GM).

Prone: You are lying on the ground and take a –2 circumstance penalty on attack rolls. The only move actions you can take while prone are Crawl and Stand. Standing up ends the prone condition. You can take cover while prone to get a +4 bonus to AC.

Sickened: You feel ill. Sick always includes value. You take a status penalty on all your checks and DCs equal to this value. You cannot willingly ingest anything (including potions) while sick. You can spend an action retching in an attempt to recover (Fort save against the effect to reduce the severity by 1, or by 2 on a critical success).

Slowed: You take fewer actions. Slowed is always followed by a number. When you regain your actions at the start of your turn, reduce the number of actions by your slowed value.

Stunned: Stunned includes a value indicating the number of actions that you lose on your next turn.

Unconscious: You are sleeping or have been knocked out. You cannot act, and you gain the blinded and flat-footed conditions. Furthermore, you take a –4 status penalty to AC, Perception and Reflex. You fall prone and drop items you are wielding or holding when you gain this condition unless stated otherwise.

Unseen: When you are unseen by a creature, that creature cannot see you at all, has no idea what space you occupy, and cannot target you with attacks or targeted spells and effects, though you still can be affected by area effects. The creature can attempt to guess which square you are in to try targeting you. When you are unseen by a creature, that creature is flatfooted to you.

Wounded: You have been badly hurt. Wounded always includes a value. Whenever you fall unconscious, add your wounded value to your dying value. Whenever you recover from unconsciousness, add 1 to your wounded value.

Weapon Traits (p.282-283)

Agile: The multiple attack penalty you take on the second attack each round with this weapon is reduced to –4 instead of –5, and – 8 instead of –10 on the third and any further attacks in the round.

Backstabber: When you hit a flat-footed creature, this weapon deals 1 precision damage in addition to its normal damage.

Deadly: On a critical hit, the weapon adds a die of the listed size.

Disarm: You can use this weapon to Disarm with the Athletics skill even if you do not have a free hand. This uses the weapon's reach and adds the weapon's item bonus. If you fumble a check to Disarm with the weapon, you can drop the weapon to treat it as a normal failure. On a critical success, you still need a free hand if you want to take the item.

Finesse: You can choose to use Dexterity instead of Strength on attack rolls with this melee weapon. Damage rolls still use Strength.

Forceful: This weapon becomes more dangerous when you build up momentum. When you attack with it more than once on your turn, the second attack adds a circumstance bonus to damage equal to the number of weapon dice and each attack after that adds a circumstance bonus to damage equal to double the number of weapon dice.

Propulsive: You can add 1/2 your Strength modifier on damage rolls with a propulsive ranged weapon.

Sweep: This weapon makes wide sweeping or spinning attacks, making it easier to attack multiple enemies. When you attack with this weapon, you gain a +1 circumstance bonus on your attack roll if you already attempted an attack this turn against a different creature from your target.

Thrown: You can throw this weapon as a ranged attack. A thrown weapon adds your Strength modifier to damage just like a melee weapon does. When this trait appears on a melee weapon, it also includes the range increment in feet.

Two-Hand: This weapon can be wielded with two hands. This changes its damage die to the indicated value.

Versatile: A versatile weapon can be used to deal an alternate damage type listed. For instance, a piercing weapon that has "versatile S" can be used to deal piercing or slashing damage. Choose the damage type each time you make an attack.