

ACROBATICS - BALANCE ♦

MOVE

Requirements: You are in a square that contains a narrow surface, uneven ground, or similar feature.

You move across a narrow surface or uneven ground, attempting an Acrobatics check against the Balance DC. You are Flat-footed while on the narrow surface or uneven ground.

Critical Success: You move up to your Speed.

Success: You move up to your Speed, treating it as difficult terrain (every 5 feet costs 10 feet of movement)

Failure: You must remain stationary to keep you balance (wasting the action) or you fall. If you fall, your turn ends.

Critical Failure: You fall and your turn ends.

ACROBATICS - TUMBLE THROUGH ♦

MOVE

You Stride up to your Speed. During this movement, you can try to move through the space of one enemy. Attempt an Acrobatics check against the enemy's Reflex DC as you try to enter its space. You can Tumble Through using Climb, Fly, Swim, or another action instead of Stride in the appropriate environment.

Success: You move through the enemy's space, treating the squares as difficult terrain (every 5 feet costs 10 feet of movement). If you don't have enough Speed to move all the way through its space, you get the same effect as a failure.

Failure: Your movement ends, and you trigger reactions as if you had moved out of the square you started in.

ACROBATICS - MANEUVER IN FLIGHT ♦

MOVE

Requirements: Trained in Acrobatics; you have a fly Speed.

You try a difficult maneuver while flying. Attempt an Acrobatics check. The GM determines what maneuvers are possible, but they rarely allow you to move farther than your fly Speed.

Success: You succeed at the maneuver.

Failure: Your maneuver falls. The GM chooses if you simply can't move or if some detrimental effect happens. The outcome should be appropriate for the maneuver you attempted.

Critical Failure: As failure, but the consequence is more dire.

ACROBATICS - MANEUVER IN FLIGHT ♦

EXPLORATION

MOVE

Requirements: Trained in Acrobatics

You contort yourself to squeeze through a space so small that you can barely fit through. This action is for exceptionally small spaces; many tight spaces are difficult terrain (CRB 475) that you can move through more quickly and without a check.

Critical Success: You squeeze through the tight space in 1 minute per 10 feet of squeezing.

Success: You squeeze through in 1 minute per 5 feet.

Critical Failure: You become stuck in the tight space. While Acrobatics check at the same DC. Any result on that check other than a critical failure cause you to become unstuck.

ATHLETICS - CLIMB ♦

MOVE

Requirements: You have both hands free.

You move up, down, or across an incline. Unless it's particularly easy, you must attempt an Athletics check.

The GM determines the DC based on the nature of the incline and environmental circumstances. You're Flat-footed unless you have a climb Speed.

Critical Success: You move up, across or safely down the incline for 5 feet plus 5 feet per 20 feet of your land Speed.

Success: You move up, across or safely down the incline for 5 feet per 20 feet of your land Speed.

Critical Failure: You fall. If you began the climb on stable ground, you fall and land prone.

The CRB contains a table for Climb and Swim Distance based off of Speed. (242)

ATHLETICS - FORCE OPEN ♦

ATTACK

Using your body, a lever, or some other tool, you attempt to forcefully open a door, window, container or heavy gate. With a high enough result, you can smash through walls. Without a crowbar, prying something takes a -2 item penalty to Athletics checks to Force Open.

Critical Success: You open the door, window, container, or gate and avoid damaging it in the process.

Success: You break the door, window, container, or gate open, and the door, window, container, or gate gains the Broken condition. If it's especially sturdy, the GM might have it take damage but not be broken.

Critical Failure: Your attempt jams the door, window, container, container, or gate shut, imposing a -2 circumstance penalty on future attempts to Force it Open.

ATHLETICS - GRAPPLE ♦

ATTACK

Requirements: You have at least one hand free. Your target cannot be more than one size larger than you.

You attempt to grab an opponent. Attempt an Athletics check against their Fortitude DC. You can also Grapple to keep your hand on a creature you already grabbed.

Critical Success: Your opponent is Restrained until the end of your next turn unless you move or your opponent Escapes (CRB 470).

Success: Your opponent is Grabbed until the end of your next turn unless you move or your opponent Escapes.

Failure: You fail to grab your opponent. If you already had a foe Grabbed or Restrained using Grapple, those conditions on that opponent end.

Critical Failure: If you already had an opponent Grabbed or Restrained, it breaks free. Your target can either Grab you, as if it succeeded at using the Grapple action against you, or force you to fall and land prone.

ATHLETICS - HIGH JUMP ♦

You Stride, then make a vertical Leap and attempt a DC 30 Athletics check to increase the height of your jump. If you didn't Stride at least 10 feet, you automatically fail your check. This DC might be increased or decreased due to the situation, as determined by the GM.

Critical Success: Increase the maximum vertical distance to 8 feet, or increase the maximum vertical distance to 5 feet and maximum horizontal distance to 10 feet.

Success: Increase the maximum vertical distance to 10 feet.

Failure: You Leap normally (CRB 242).

Critical Failure: You don't Leap at all, and instead fall Prone in your space.

Additional rules about the Leap action can be found in the CRB (242).

ATHLETICS - LONG JUMP ♦

You Stride, then make a horizontal Leap and attempt an Athletics check to increase the distance of your jump. The DC of the Athletics check is equal to the total distance in feet you're attempting to move during your Leap (so you'd need to succeed at a DC 20 check to Leap 20 feet). You can't Leap farther than your Speed.

If you didn't Stride at least 10 feet, or if you attempt to jump in a different direction than your Stride, you automatically fail your check. This DC might increase or decrease due to the situation, as determined by the GM.

Success: Increase the maximum horizontal distance you Leap to the desired distance.

Failure: You Leap normally (CRB 242).

Critical Failure: You Leap normally, but then fall and land Prone.

Additional rules about the Leap action can be found in the CRB (242).

ATHLETICS - SHOVE ♦

ATTACK

Requirements: You have at least one hand free. The target cannot be more than one size larger than you.

You push an opponent away from you. Attempt an Athletics check against your opponent's Fortitude DC.

Critical Success: You push your opponent up to 10 feet away from you. You can Stride after it, but you must move the same distance and in the same direction.

Success: You push your opponent back 5 feet. You can Stride after it, but you must move the same distance and in the same direction.

Critical Failure: You lose your balance, fall, and land Prone.

ATHLETICS - SWIM ♦

MOVE

You propel yourself through the water. In most calm water, you succeed at the action without needing to attempt a check. If you must breathe air and you're submerged in water, you must hold your breath each round. If you fail to hold your breath, you begin to drown (CRB 478). If the water you are swimming in is turbulent or otherwise dangerous, you might need to attempt an Athletics check to Swim.

If you end your turn in water and haven't succeeded at a Swim action that turn, you sink 10 feet or get moved by the current, as determined by your GM. However, if your last action on your turn was to enter the water, you don't sink or move with the current that turn.

Critical Success: You move through the water 10 feet, plus 5 feet per 20 feet of your land Speed (a total of 15 feet for most characters).

Success: You move through the water 5 feet, plus 5 feet per 20 feet of your land Speed (a total of 10 feet for most characters).

Critical Failure: You make no progress, and if you're holding your breath, you lose 1 round of air.

ATHLETICS - TRIP ♦

MOVE

Requirements: You have at least one hand free. Your target cannot be more than one size larger than you.

You try to knock an opponent to the ground. Attempt an Athletics check against the target's Reflex DC.

Critical Success: The target falls and lands Prone and takes 1d6 Bludgeoning damage.

Success: The target falls and lands Prone.

Critical Failure: You lose your balance and fall and land Prone.

ATHLETICS - DISARM ♦

ATTACK

Requirements: Trained in Athletics. You have at least one hand free. Your target cannot be more than one size larger than you.

You attempt to knock something out of an opponent's grasp. Attempt an Athletics check against the opponent's Reflex DC.

Critical Success: Your knock the item out of the opponent's grasp. It falls to the ground in the opponent's space.

Success: You weaken your opponent's grasp on the item. Until the start of that creature's next turn, attempts to Disarm the opponent gain a +2 circumstance bonus, and the target takes a -2 circumstance penalty to attacks with the item or other checks requiring a firm grasp on the item.

Critical Failure: You lose your balance and become Flat-footed until the start of your next turn.

DECEPTION - CREATE A DIVERSION ♦

MENTAL

With a gesture, a trick, or distracting words, you can create a diversion that draws creatures' attention elsewhere. If you use a gesture or trick, this gains the Manipulate trait. If you use distracting words, it gains the Auditory and Linguistics traits.

Attempt a single Deception check and compare it to the Perception DCs of the creatures whose attention you're trying to divert. Whether or not you succeed, creatures you attempt to divert gains a +4 circumstance bonus to their Perception DCs against your attempts to Create a Diversion for 1 minute.

Success: You become Hidden to each creature whose Perception DC is less than or equal to your result, allowing you to Sneak away (CRB 252). This lasts until the end of your turn or until you do anything except Step or use Hide or the Sneak action. If you Strike a creature, the creature remains Flat-footed against the attack and you become Observed.

Failure: You don't divert the attention of any creatures whose Perception DC exceeds your result, and those creatures are aware you were trying to trick them.

DECEPTION - FEINT ♦

MENTAL

Requirements: You are within melee reach of the opponent unprepared for your real attack. Attempt a Deception check against that opponent's Perception DC.

Critical Success: Your throw your enemy's defenses against you entirely off. The target is Flat-footed against melee attacks you attempt against it until the end of your next turn.

Success: Your foe is fooled, but only momentarily. The target is Flat-footed against the next melee attack that you attempt against it before the end of your current turn.

Critical Failure: Your feint backfires. You are Flat-footed against melee attacks the target attempts against you until the end of your next turn.

DIPLOMACY - REQUEST ♦

AUDITORY

CONCENTRATE

LINGUISTIC

MENTAL

You can make a request of a creature that's friendly or helpful to you. You must couch the request in terms that the target would accept given their current attitude toward you. The GM sets the DC based on the difficulty of the request. Some requests are unsavory or impossible, and even a helpful NPC would never agree to them.

Critical Success: The target agrees to your request without qualifications.

Success: The target agrees to your request, but they might demand added provisions or alterations.

Failure: The target reuses the request, though they might propose an alternative that is less extreme.

Critical Failure: Not only does the target refuse the request, but their attitude toward you decreases by one step due to the temerity of the request.

INTIMIDATE - DEMORALIZE ♦

AUDITORY

CONCENTRATE

EMOTION

MENTAL

With a sudden shout, a well-timed taunt, or a cutting putdown, you can shake an enemy's resolve. Choose a creature within 30 feet of you who you're aware of. Attempt an Intimidation check against the target's Will DC. If the target does not understand the language you are speaking, you're not speaking a language, or they can't hear you, you take a -4 circumstance penalty to the check. Regardless of your result, the target is temporarily immune to your attempts to Demoralize it for 10 minutes.

Critical Success: The target becomes Frightened 2.

Success: The target becomes Frightened 1.

MEDICINE - ADMINISTER FIRST AID ♦

MANIPULATE

Requirements: You have Healer's Tools (CRB 290)

You perform first aid on an adjacent creature that is Dying or Bleeding. If a creature is both Dying and Bleeding, giving them a chance to make another flat check to remove the persistent damage. The DC is usually the DC of the effect that caused the Bleed.

♦ **Stabilize:** Attempt a Medicine check on a creature that has 0 Hit Points and the Dying condition. The DC is equal to 5 + that creature's recovery roll DC (typically 15 + its dying value).

♦ **Stop Bleeding:** Attempt a Medicine check on a creature that is taking persistent Bleed damage (CRB 452), giving them a chance to make another flat check to remove the persistent damage. The DC is usually the DC of the effect that caused the Bleed.

Additional conditions granted by a Success or Critical Failure on this check can be found in the CRB (248).

MEDICINE - TREAT POISON ◆

MANIPULATE

Requirements: You have at least one hand free. Your target cannot be more than one size larger than you.

You attempt to grab an opponent. Attempt an Athletics check against their Fortitude DC. You can also Grapple to keep your hand on a creature you already grabbed.

Critical Success: Your opponent is Restrained until the end of your next turn unless you move or your opponent Escapes (CRB 470).

Success: Your opponent is Grabbed until the end of your next turn unless you move or your opponent Escapes.

Failure: You fail to grab your opponent. If you already had a foe Grabbed or Restrained using Grapple, those conditions on that opponent end.

Critical Failure: If you already had an opponent Grabbed or Restrained, it breaks free. Your target can either Grab you, as if it succeeded at using the Grapple action against you, or force you to fall and land prone.

NATURE - COMMAND AN ANIMAL ◆

AUDITORY

CONCENTRATE

You issue an order to an animal. Attempt a Nature check against the animal's Will DC. The GM might adjust the DC if the animal has a good attitude toward you, you suggest a course of action it was predisposed toward, or you offer it a treat.

You automatically fail if the animal is hostile or unfriendly to you. If the animal is helpful to you, increase your degree of success by one step. You might be able to Command an Animal more easily with a feat like Ride (CRB 266).

Most animals know the Leap, Seek, Stand, Stride, and Strike basic actions. If an animal knows an activity, such as a horse's Gallop, you can Command the Animal to perform the activity, but you must spend as many actions on Command an Animal as the activity's number of actions. You can also spend multiple actions to Command an Animal to perform that number of basic actions on its next turn.

Additional conditions granted by a Success, Failure, or Critical Failure on this check can be found in the CRB (249).

PERFORMANCE - PERFORM ◆

CONCENTRATE

When making a brief performance—one song, a quick dance, or a few jokes—you use the Perform action. This action is most useful when you want to prove your capability or impress someone quickly. Performing rarely has an impact on its own, but it might influence the DCs of subsequent Diplomacy checks against the observers—or even change the attitudes—if the GM sees fit.

Critical Success: Your performance impresses the observers, and they're likely to share stories of your ability.

Success: You've proven yourself, and observers appreciate the quality of your performance.

Failure: Your performance falls flat.

Critical Failure: You demonstrate only incompetence.

STEALTH - CONCEAL AN OBJECT ◆

MANIPULATE

SECRET

You hide a small object on your person (such as a weapon of light Bulk). When you try to sneak a concealed object past someone who might notice it, the GM rolls a Stealth check and compares it to this passive observer's Perception DC. Once the GM rolls the check for a concealed object, that same result is used no matter how many passive observers you try to sneak it past. If the creature is specifically searching you for an item, it can attempt a Perception check against your Stealth DC (finding the object on success).

You can also conceal an object somewhere other than your person, such as among undergrowth or in a secret compartment within a piece of furniture. In this case, characters Seeking in an area compare their Perception check results to your Stealth DC to determine whether they find the object.

Success: The object remains Undetected.

Failure: The searcher finds the object.

STEALTH - HIDE ◆

SECRET

You huddle behind cover or greater cover or deeper into concealment to become Hidden, rather than Observed. The GM rolls your Stealth check in secret and compares the result to the Perception DC of each creature you're observed by but that you have cover or greater cover against or are concealed from. You gain a circumstance bonus from cover or greater cover to your check.

Success: If the creature could see you, you're now Hidden from it instead of Observed. If you were Hidden from or Undetected by the creature, you retain that condition.

If you successfully become Hidden to a creature but then cease to have cover or greater cover against it or be Concealed from it, you become Observed again. You cease being Hidden if you do anything except Hide, Sneak, or Step. If you attempt to Strike a creature, the creature remains Flat-footed against that attack, and then you become Observed. If you do anything else, you become Observed just before you act unless the GM determines otherwise.

If a creature uses Seek to make you Observed by it, you must successfully Hide to become hidden from it again.

STEALTH - SNEAK ◆

SECRET

You can attempt to move to another place while becoming or staying Undetected. Stride up to half your Speed. (You can use Sneak while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type; you must move at half Speed.)

If you're Undetected by a creature and it's impossible for that creature to observe you (such as when you're Invisible, the observer is Blinded, or you're in darkness and the creature can't see in darkness), for any critical failure you roll on a check to Sneak, you get a failure instead. You also continue to be Undetected if you lose cover or greater cover against or are no longer concealed from such a creature.

At the end of your movement, the GM rolls your Stealth check in secret and compares the result to the Perception DC of each creature you were Hidden or Undetected by at the start of your movement. If you have cover or greater cover from the creature throughout your Stride, you gain the +2 circumstance bonus from cover (or +4 from greater cover) to your Stealth check.

Additional conditions granted by a Success or Critical Failure on this check can be found in the CRB (252).

THIEVERY - PALM AN OBJECT ◆

MANIPULATE

Palming a small, unattended object without being noticed requires you to roll a single Thievery check against the Perception DCs of all creatures who are currently observing you. You take the object whether or not you successfully conceal that you did so. You typically only Palm Objects of negligible Bulk, though the GM might determine otherwise depending on the situation.

Success: The creature does not notice Palming the Object.

Failure: The creature notices you Palming the Object, and the GM determines the creature's response.

THIEVERY - STEAL ◆

MANIPULATE

You try to take a small object from another creature without being noticed. Typically, you can Steal only an object of negligible Bulk, and you automatically fail if the creature who has the object in combat or on guard.

Attempt a Thievery check to determine if you successfully steal the object. The DC to Steal is usually the Perception DC of the creature wearing the object. This assumes the object is worn but not closely guarded. If the object is in a pocket or similarly protected, you take a –5 penalty to your Thievery check. The GM might increase the DC of your check if the nature of the object makes it harder to steal.

You might also need to compare your Thievery check result against the Perception DCs of observers other than the person wearing the object.

Success: You steal the item without the bearer noticing, or an observer doesn't see you take or attempt to take the item.

Failure: The item's bearer notices your attempt before you can take the object, or an observer sees you take the or attempt to take the item. The GM determines the response of any creature that notices your theft.

THIEVERY - DISABLE A DEVICE ◆

MANIPULATE

Requirements: Some devices require you to use thieves' tools (CRB 291) when disabling them.

This action allows you to disarm a trap or another complex device. Often, a device requires numerous successes before becoming disabled, depending on its construction and complexity. Thieves' tools are helpful and sometimes even required to Disable a Device, as determined by the GM, and sometimes a device requires a higher proficiency rank in Thievery to disable it.

Your Thievery check result determines how much progress you make.

Critical Success: You disable the device, or you achieve two success towards disabling a complex device. You leave no trace of your tampering, and you can rearm the device later, if that type of device can be rearmed.

Success: You disable the device, or achieve one success toward disabling a complex device.

Critical Failure: You trigger the device.

ARCANA - RECALL KNOWLEDGE ◆

CONCENTRATE

SECRET

You attempt a skill check to try and remember a bit of knowledge regarding a topic related to that skill. For the Arcana skill, appropriate subjects include: Arcane theories, magical traditions, creatures of arcane significance, and arcane planes. The GM determines the DCs for such checks and which skills apply.

Critical Success: You recall the knowledge accurately and gain additional information or context.

Success: You recall the knowledge accurately or gain a clue about your current situation.

Critical Failure: You recall incorrect information or gain an erroneous or misleading cue.

CRAFTING - RECALL KNOWLEDGE ◆

CONCENTRATE

SECRET

You attempt a skill check to try and remember a bit of knowledge regarding a topic related to that skill. For the Crafting skill, appropriate subjects include: alchemical reactions and creatures, item values, unusual materials, and constructs. The GM determines the DCs for such checks and which skills apply.

Critical Success: You recall the knowledge accurately and gain additional information or context.

Success: You recall the knowledge accurately or gain a clue about your current situation.

Critical Failure: You recall incorrect information or gain an erroneous or misleading cue.

LORE - RECALL KNOWLEDGE ◆

CONCENTRATE

SECRET

You attempt a skill check to try and remember a bit of knowledge regarding a topic related to that skill. For the Lore skill, appropriate subjects are specific to the subject of the Lore subcategory. The GM determines the DCs for such checks and which skills apply.

Critical Success: You recall the knowledge accurately and gain additional information or context.

Success: You recall the knowledge accurately or gain a clue about your current situation.

Critical Failure: You recall incorrect information or gain an erroneous or misleading cue.

MEDICINE - RECALL KNOWLEDGE ◆

CONCENTRATE

SECRET

You attempt a skill check to try and remember a bit of knowledge regarding a topic related to that skill. For the Medicine skill, appropriate subjects include: diseases, poisons, wounds, and forensics. The GM determines the DCs for such checks and which skills apply.

Critical Success: You recall the knowledge accurately and gain additional information or context.

Success: You recall the knowledge accurately or gain a clue about your current situation.

Critical Failure: You recall incorrect information or gain an erroneous or misleading cue.

NATURE - RECALL KNOWLEDGE ◆

CONCENTRATE

SECRET

You attempt a skill check to try and remember a bit of knowledge regarding a topic related to that skill. For the Nature skill, appropriate subjects include: the environment, flora, geography, weather, creatures of natural origin, and natural planes. The GM determines the DCs for such checks and which skills apply.

Critical Success: You recall the knowledge accurately and gain additional information or context.

Success: You recall the knowledge accurately or gain a clue about your current situation.

Critical Failure: You recall incorrect information or gain an erroneous or misleading cue.

OCCULTISM - RECALL KNOWLEDGE ◆

CONCENTRATE

SECRET

You attempt a skill check to try and remember a bit of knowledge regarding a topic related to that skill. For the Occultism skill, appropriate subjects include: Ancient mysteries, obscure philosophy, creatures of occult significance, and esoteric planes. The GM determines the DCs for such checks and which skills apply.

Critical Success: You recall the knowledge accurately and gain additional information or context.

Success: You recall the knowledge accurately or gain a clue about your current situation.

Critical Failure: You recall incorrect information or gain an erroneous or misleading cue.

RELIGION - RECALL KNOWLEDGE ◆

CONCENTRATE

SECRET

You attempt a skill check to try and remember a bit of knowledge regarding a topic related to that skill. For the Religion skill, appropriate subjects include: divine agents, divine planes, theology, obscure myths, and creatures of religious significance. The GM determines the DCs for such checks and which skills apply.

Critical Success: You recall the knowledge accurately and gain additional information or context.

Success: You recall the knowledge accurately or gain a clue about your current situation.

Critical Failure: You recall incorrect information or gain an erroneous or misleading cue.

SOCIETY - RECALL KNOWLEDGE ◆

CONCENTRATE

SECRET

You attempt a skill check to try and remember a bit of knowledge regarding a topic related to that skill. For the Society skill, appropriate subjects include: local history, key personalities, legal institutions, societal structure, and humanoid cultures. The GM determines the DCs for such checks and which skills apply.

Critical Success: You recall the knowledge accurately and gain additional information or context.

Success: You recall the knowledge accurately or gain a clue about your current situation.

Critical Failure: You recall incorrect information or gain an erroneous or misleading cue.

THIEVERY – PICK A LOCK ♦

MANIPULATE

Requirements: You have thieves’ tools (CRB 291)

Opening a lock without a key is very similar to Disabling a Device, but the DC of the check is determined by the complexity and construction of the lock you are attempting to pick (CRB 290). Locks of higher qualities require multiple success to unlock, since otherwise even an unskilled burglar could easily crack the lock by attempting the check until they rolled a natural 20. If you lack the proper tools, the GM might let you use improvised picks, which are treated as shoddy tools, depending on the specifics of the lock.

Critical Success: You unlock the lock, or you achieve two successes toward opening a complex lock. You leave no trace of your tampering.

Success: You open the lock, or achieve one success toward opening a complex lock.

Critical Failure: You break your tools.

FEAT – KIP UP ♦

GENERAL SKILL

Prerequisites: Master in Acrobatics

You stand up. This movement doesn’t trigger reactions.

FEAT – SCARE TO DEATH ♦

GENERAL SKILL

DEATH EMOTION FEAR INCAPACITATION

Prerequisites: Legendary in Intimidation

You can frighten foes so much, they might die. Attempt an Intimidation check against the Will DC of a living creature within 30 feet of you that can sense or observe and who can sense or observe you. If the target can’t hear you or doesn’t understand the language you are speaking, you take a –4 circumstance penalty. The creature is temporarily immune for 1 minute.

Critical Success: The creature must succeed at a Fortitude save against your Intimidation DC or die. If the target succeeds, it becomes Frightened 2 and is fleeing for 1 round; it suffers no effect on a critical success.

Success: The target becomes Frightened 2.

Failure: The target becomes Frightened 1

Critical Failure: The target is unaffected.

FEAT – LEGENDARY NEGOTIATION ♦♦

GENERAL SKILL

Prerequisites: Legendary in Diplomacy

You can negotiate incredibly quickly in adverse situations. You attempt to Make an Impression and the Request your opponent cease their current activity and engage in negotiations. You take a –5 penalty to your Diplomacy check. The GM sets the DC of the Request based on the circumstances—it’s generally at least a very hard DC of the creatures level. Some creatures might simply refuse, and even those who agree to parley might ultimately find your arguments lacking and return to violence.

FEAT – SHIELD BLOCK ↷

GENERAL

Trigger: While you have a shield raised, you would take damage from a physical attack.

You snap your shield into place to ward off a blow. Your shield prevents you from taking an amount of damage up to the shield’s Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.

FEAT – BATTLE MEDICINE ♦

GENERAL

HEALING MANIPULATE SKILL

Prerequisites: Trained in Medicine

You can patch up yourself or an adjacent ally, even in combat. Attempt a Medicine check with the same DC as for Treat Wounds and provide the corresponding amount of healing. As with Treat Wounds, you can attempt checks against higher DCs if you have the minimum proficiency rank. The target is then temporarily immune to your Battle Medicine for 1 day.

FEAT – RECOGNIZE SPELL ↷

GENERAL SECRET SKILL

Prerequisites: Trained in Arcana, Nature, Occultism, or Nature

Trigger: A creature within line of sight casts a spell that you don’t have prepared or in your spell repertoire, or a trap or similar objects cast such a spell. You must be aware of the casting.

If you’re Trained in the appropriate skill of the spell’s tradition and it’s a common spell of 2nd level or lower, you automatically identify it (you can still roll a critical success, but you can’t get a worse result than success). The highest level of spell you automatically identify increases by 4 if you’re an Expert, 6 if you’re a Master, and 10 if you’re Legendary.

Critical Success: You correctly recognize the spell and get a +1 circumstance bonus to your saving throw or AC against it.

Success: You correctly recognize the spell.

Failure: You fail to recognize the spell.

Critical Failure: You mistakenly identify the spell.

FEAT – TRICK MAGIC ITEM ♦

GENERAL

MANIPULATE SKILL

Requirements: Trained in Arcana, nature, Occultism, or Religion

You examine a magic item you normally couldn’t use in an effort to fool it and activate it temporarily. You must know what activating the item does, or you can’t attempt to trick it.

Attempt a check using the skill matching the magic item’s magic tradition, or matching a tradition that has the spell on its list, if you’re trying to cast a spell from the item. The GM determines the DC based on the item’s level.

If you activate a magic item that requires a spell attack roll or spell DC and you don’t have the ability to cast spells of the relevant tradition, use your level as your proficiency bonus and the highest of your Intelligence, Wisdom, or Charisma modifiers. This is adjusted based on your level of proficiency (CRB 268).

Additional conditions granted by a Success, Failure, or Critical Failure on this check can be found in the CRB (268).