

PATHFINDER[®]

ROLEPLAYING GAME



GM SCREEN

SKILLS

Acrobatics (page 87)

Moving Across a Narrow Surface	Acrobatics DC
Greater than 3 feet wide	0 ¹
1–3 feet wide	5 ¹
7–11 inches wide	10
2–6 inches wide	15
Less than 2 inches wide	20

Move Through a Threatened Area	Acrobatics DC ²
Move through a threatened area	Opponent's CMD
Move through an enemy's space	5 + opponent's CMD

Long Jump	Acrobatics DC
5 feet	5
10 feet	10
15 feet	15
Greater than 10 feet	+5 per 5 feet

High Jump	Acrobatics DC
1 foot	4
2 feet	8
3 feet	12
Greater than 3 feet	+4 per foot

Acrobatics Modifiers	DC Modifier
Slightly obstructed (gravel, sand)	+2
Severely obstructed (cavern, rubble)	+5
Slightly slippery (wet)	+2
Severely slippery (icy)	+5
Slightly sloped (<45°)	+2
Severely sloped (>45°)	+5
Slightly unsteady (boat in rough water)	+2
Moderately unsteady (boat in a storm)	+5
Severely unsteady (earthquake)	+10
Move at full speed on narrow or uneven surfaces	+5 ³

- No check needed unless modifiers increase the DC to 10 or higher.
- Increase the DC by 2 for each additional opp. avoided in 1 round.
- This does not apply to checks made to jump.

Bluff (Opposed by Sense Motive, page 90)

Circumstances	Bluff Modifier
The target wants to believe you	+5
The lie is believable	+0
The lie is unlikely	–5
The lie is far-fetched	–10
The lie is impossible	–20
The target is drunk or impaired	+5
You possess convincing proof	up to +10

Wind Effects on Flight (page 96)

Wind Force	Wind Speed	Checked Size	Blown Away Size	Fly Penalty
Light	0–10 mph	—	—	—
Moderate	11–20 mph	—	—	—
Strong	21–30 mph	Tiny	—	–2
Severe	31–50 mph	Small	Tiny	–4
Windstorm	51–74 mph	Medium	Small	–8
Hurricane	75–174 mph	Large	Medium	–12
Tornado	175+ mph	Huge	Large	–16

Climb (page 90)

Example Surface or Activity	Climb DC
A steep slope, or a knotted rope next to a wall	0
A rope next to a wall or a knotted rope	5
A surface with ledges, rough wall, or ship rigging	10
Any surface with handholds, a tree, or an unknotted rope	15
An uneven surface with narrow handholds	20
A rough surface, such as a rock or brick wall	25
An overhang or ceiling with handholds only	30
A perfectly smooth, vertical (or inverted) surface cannot be climbed.	

Climb Modifiers	DC Modifier
Brace against two opposite walls	–10
Brace against two perpendicular walls	–5
Surface is slippery	+5

Diplomacy (page 93)

Starting Attitude	Diplomacy DC
Hostile	25 + Cha modifier
Unfriendly	20 + Cha modifier
Indifferent	15 + Cha modifier
Friendly	10 + Cha modifier
Helpful	0 + Cha modifier

Request	DC Modifier
Give simple advice or directions	–5
Give detailed advice or simple aid	+0
Reveal an unimportant secret or give complicated aid	+5
Give dangerous aid	+10
Reveal an important secret	+10 or more
Give aid that could result in punishment	+15 or more

Disable Device (page 94)

Device	Time	Disable Device DC
Simple (jam a lock)	1 round	10
Tricky (sabotage a wagon)	1d4 rounds	15
Difficult (disarm or reset a trap)	2d4 rounds	20
Extreme (disarm a complex trap)	2d4 rounds	25

Fly (page 96)

Flying Maneuver	Fly DC
Move less than half speed and remain flying	10
Hover	15
Turn greater than 45° by spending 5 ft. of movement	15
Turn 180° by spending 10 feet of movement	20
Fly up at greater than 45° angle	20

SKILLS

Heal (page 98)

Task	Heal DC
First aid	15
Long-term care	15
Treat wounds from caltrops, <i>spike growth</i> , or <i>spike stones</i>	15
Treat deadly wounds	20
Treat poison	Poison's save DC
Treat disease	Disease's save DC

Knowledge (page 99)

Task	Knowledge DC
Easy question	10
Basic question	15
Hard question	20+
Identify aura's using <i>detect magic</i> (Arcana)	15 + spell level
Identify a spell effect that is in place (Arcana)	20 + spell level
Identify underground hazard (Dungeoneering)	15 + hazard's CR
Identify dangerous construction (Engineering)	10
Recognize regional terrain features (Geography)	15
Know obscure or ancient event (History)	20
Know local laws, rulers, and popular locations (Local)	10
Identify a common plant or animal (Nature)	10
Know proper etiquette (Nobility)	15
Identify a creature's planar origin (Planes)	20
Recognize a common deity's symbol or clergy (Religion)	10
Know a monster's abilities or weaknesses (varies)	10 + monster's CR

Perception (page 102)

Detail	Perception DC
Hear the sound of battle	–10
Detect the smell of smoke	0
Hear the details of a conversation	0
Notice a visible creature	0
Hear the sound of a creature walking	10
Hear the details of a whispered conversation	15
Find the average concealed door	15
Hear the sound of a key being turned in a lock	20
Find the average secret door	20
Sense a burrowing creature underneath you	25
Notice a creature using Stealth	Opposed by Stealth
Find a hidden trap	Varies by trap
Identify the powers of a potion through taste	15 + the potion's CL

Perception Modifiers	DC Modifier
Distance to the source, object, or creature	+1/10 feet
Through a closed door	+5
Through a wall	+10/ft. of wall
Favorable conditions ¹	–2
Unfavorable conditions ⁴	+2
Terrible conditions ⁵	+5
Creature making the check is distracted	+5
Creature making the check is asleep	+10
Creature or object is invisible	+20

- Favorable and unfavorable conditions depend upon the sense being used to make the check.
- As for unfavorable conditions, but more extreme.

Ride (page 103)

Task	Ride DC
Guide with knees	5
Stay in saddle	5
Fight with a combat-trained mount	10
Cover	15
Soft fall	15
Prone	15
Spur mount	15
Control mount in battle	20
Fast mount or dismount	20

Spellcraft (page 106)

Task	Spellcraft DC
Identify a spell as it is being cast	15 + spell level
Learn a spell from a spellbook or scroll	15 + spell level
Prepare a spell from a borrowed spellbook	15 + spell level
Identify magic item powers using <i>detect magic</i>	15 + item's caster level
Decipher a scroll	20 + spell level

Survival (page 107)

Track Creature's Over Listed Surface	Survival DC
Very soft ground	5
Soft ground	10
Firm ground	15
Hard ground	20

Tracking Modifiers	DC Modifier
Every three creatures in the group being tracked	–1
Size of creature or creatures being tracked: ¹	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	–1
Huge	–2
Gargantuan	–4
Colossal	–8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow since the trail was made	+10
Poor visibility: ²	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

- Apply only the largest modifier from this category.

Swim (Move at quarter speed, page 108)

Water Condition	Swim DC
Calm water	10
Rough water	15
Stormy water	20 ¹

- You can't take 10 on a Swim check in stormy water, even if you aren't otherwise being threatened or distracted.

COMBAT

Attack Roll Modifiers (page 195)

Attacker is...	Melee	Ranged
Dazzled	–1	–1
Entangled	–2 ¹	–2 ¹
Flanking defender	+2	—
Invisible	+2 ²	+2 ²
On higher ground	+1	+0
Prone	–4	— ³
Shaken or frightened	–2	–2
Squeezing through a space	–4	–4

- An entangled character also takes a –4 penalty to Dex.
- The defender loses any Dex bonus to AC.
- Most ranged weapons can't be used while the attacker is prone.

Armor Class Modifiers (page 195)

Defender is...	Melee	Ranged
Behind cover	+4	+4
Blinded	–2 ¹	–2 ¹
Concealed or invisible	see page 196	
Cowering	–2 ¹	–2 ¹
Entangled	+0 ²	+0 ²
Flat-footed	+0 ²	+0 ²
Grappling (but attacker is not)	+0 ²	+0 ²
Helpless	–4 ³	+0 ³
Kneeling or sitting	–2	+2
Pinned	–4 ¹	+0 ¹
Prone	–4	+4
Squeezing through a space	–4	–4
Stunned	–2 ¹	–2 ¹

- The defender loses any Dex bonus to AC.
- An entangled character takes a –4 penalty to Dex.
- The defender is flat-footed and cannot add his Dex bonus to AC.

Common Conditions (page 565)

Blinded: Creature takes a –2 penalty to AC, loses Dex bonus to AC, and takes a –4 penalty on most Str- and Dex-based skill checks and on opposed Perception skill checks. All opponents are considered to have total concealment (50% miss chance) against the blinded character. Creatures must make a DC 10 Acrobatics skill check to move faster than half speed or fall prone.

Broken: Weapons suffer a –2 penalty on attack and damage rolls and only score a critical hit on a natural 20 and only deal $\times 2$ damage.

Confused: 01–25: Act normally, 26–50: Babble for one round, 51–75: Deal 1d8 + Str damage to self, 76–100: Attack nearest creature.

Entangled: No movement if bonds are anchored, otherwise move at half speed. Creature takes a –2 penalty on all attack rolls and a –4 penalty to Dex. Must make concentration check to cast spells.

Exhausted: Creature moves at half speed. –6 penalty to Str and Dex. Rest 1 hour to become fatigued.

Fatigued: Creature cannot run or charge. –2 penalty to Str and Dex. Rest 8 hours to remove.

Frightened: As shaken, except creature must flee from source.

Grappled: Creature cannot move or take action that requires 2 hands. –4 penalty to Dex. –2 penalty to attacks and combat maneuvers (except checks made to escape). Must make concentration check to cast spells. Cannot take attacks of opportunity.

Nauseated: Creature can only take a move action and cannot attack, cast spells, or concentrate.

Panicked: As Frightened, except creature drops held items.

Paralyzed: Creature's Str and Dex reduced to 0. Fliers using wings fall. Creature is helpless.

Pinned: As grappled, except creature is flat-footed, takes a –4 penalty to AC, and can only take verbal or mental actions (except checks made to escape).

Shaken: Creature takes a –2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Sickened: Creature takes a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

Staggered: Creature can only take a move action or standard action (plus swift and immediate).

Stunned: Creature cannot take actions, drops everything held, takes a –2 penalty to AC, and loses its Dex bonus to AC (if any).

Combat Maneuvers (page 198)

CMB = BAB + Str modifier + special size modifier
CMD = BAB + Str modifier + Dex modifier + special size modifier +10
Bull Rush Push target 5 ft., +5 ft. for every 5 by which check exceeds CMD
Disarm Target drops 1 item or 2 items if check exceeds CMD by 10
Grapple Both target and attacker gain grappled condition
Overrun Move through target, knocked prone if check exceeds CMD by 5
Sunder Deal damage to item held or worn by target
Trip Knock target prone, attacker knocked prone if check fails by 10 or more

Two-Weapon Fighting Penalties (page 202)

Circumstances	Primary Hand	Off Hand
Normal penalties	–6	–10
Off-hand weapon is light	–4	–8
Two-Weapon Fighting feat	–4	–4
Off-hand weapon is light and	–2	–2
Two-Weapon Fighting feat		

Concentration Checks (page 206)

Situation	Concentration DC
Cast defensively	15 + double spell level
Injured while casting	10 + damage dealt + spell level
Continuous damage while casting	10 + 1/2 damage dealt + spell level
Affected by a non-damaging spell	DC of the spell + spell level
Grappled or pinned while casting	10 + grapppler's CMB
Vigorous motion while casting	10 + spell level
Violent motion while casting	15 + spell level
Extremely violent motion while casting	20 + spell level
Wind with rain or sleet while casting	5 + spell level
Wind with hail and debris while casting	10 + spell level
Weather caused by spell	see spell
Entangled while casting	15 + spell level

MISCELLANEOUS

Armor and Weapon Hardness and Hit Points (page 173)

Weapon or Shield	Hardness ¹	Hit Points ^{2,3}
Light blade	10	2
One-handed blade	10	5
Two-handed blade	10	10
Light metal-hafted weapon	10	10
One-handed metal-hafted weapon	10	20
Light hafted weapon	5	2
One-handed hafted weapon	5	5
Two-handed hafted weapon	5	10
Projectile weapon	5	5
Armor	special ⁴	armor bonus $\times 5$
Buckler	10	5
Light wooden shield	5	7
Heavy wooden shield	5	15
Light steel shield	10	10
Heavy steel shield	10	20
Tower shield	5	20

- Add +2 for each +1 enhancement bonus of magic items.
- Divide by 2 for each size category smaller than Medium, or multiply it by 2 for each size category larger than Medium.
- Add 10 hp for each +1 enhancement bonus of magic items.
- Varies by material.

Substance Hardness and Hit Points (page 173)

Substance	Hardness	Hit Points
Glass	1	1/in. of thickness
Paper or cloth	0	2/in. of thickness
Rope	0	2/in. of thickness
Ice	0	3/in. of thickness
Leather or hide	2	5/in. of thickness
Wood	5	10/in. of thickness
Stone	8	15/in. of thickness
Iron or steel	10	30/in. of thickness
Mithral	15	30/in. of thickness
Adamantine	20	40/in. of thickness

Common Object Hardness and Hit Points (page 173)

Object	Hardness	Hit Points	Break DC
Rope (1 in. diameter)	0	2	23
Simple wooden door	5	10	13
Small chest	5	1	17
Good wooden door	5	15	18
Treasure chest	5	15	23
Strong wooden door	5	20	23
Wooden portcullis	5	30	25 ¹
Stone door	8	60	28
Masonry wall (1 ft. thick)	8	90	35
Hewn stone (3 ft. thick)	8	540	50
Chain	10	5	26
Manacles	10	10	26
Masterwork manacles	10	10	28
Iron portcullis	10	60	25 ¹
Iron door (2 in. thick)	10	60	28

PATHFINDER

ROLEPLAYING GAME™



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