

PATHFINDER[®]

ROLEPLAYING GAME[™]



PLAYER CHARACTER Folio

WAT.12

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PLAYER CHARACTER FOLIO

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This product makes use of the *Pathfinder RPG Core Rulebook* and *Pathfinder RPG Advanced Player's Guide*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/pathfinderRPG/prd.

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CHARACTER

CHARACTER NAME

PLAYER NAME

RACE

ALIGNMENT

DEITY

CLASSES

LEVELS

SEE PAGES 2, 3, & 4 FOR CLASS FEATURES

INITIATIVE

TOTAL

+ + + =
 DEX MOD FEAT MOD RACE MOD MISCELLANEOUS MODS

SPEEDS

MOVE ACTION SQUARES MILES/HOUR

LAND

FLY

SWIM

CLIMB

OTHER

ABILITY SCORES

SCORE MOD BONUS MOD DAMAGE/PENALTY MOD

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

SENSES

ARMOR CLASS

HIT POINTS

TOTAL

FLAT-FOOTED TOUCH CMD

SPECIAL

SEE PAGE 2 FOR DEFENSES

SAVING THROWS

SPELL RESISTANCE

FORTITUDE

SAVE

SPECIAL

REFLEX

SAVE

SPECIAL

WILL

SAVE

SPECIAL

DR ENERGY RESISTANCE

DAMAGE

NONLETHAL

TEMPORARY

PERCEPTION

BONUS

HERO POINTS

SEE ADVANCED PLAYER'S GUIDE

SEE PAGE 2 FOR SAVING THROWS

DEFENSE

DEFENSIVE ITEMS

PROPERTIES	AC BONUS	FLAT-FOOTED BONUS	TOUCH BONUS	TYPE	CHECK PENALTY	MAX DEX BONUS	SPELL FAILURE
TOTALS				X			

ARMOR CLASS

	ARMOR BONUS	SHIELD BONUS	NATURAL ARMOR	DEXTERITY MOD	DODGE BONUS	DEFLECTION BONUS	SIZE MOD	MISC MOD	TOTAL
ARMOR CLASS	+	+	+	+	+	+	+	+	+10 =
TOUCH AC	X	X	X	+	+	+	+	+	+10 =
FLAT-FOOTED AC	+	+	+	X	X	+	+	+	+10 =
CMD COMBAT MANEUVER DEFENSE	+	+	+	+	+	+	+	+	+10 =
	BASE ATTACK BONUS	STRENGTH MOD	DEXTERITY MOD	SIZE MOD	DODGE BONUS	DEFLECTION BONUS	MISC MOD		TOTAL
CONDITIONAL MODS									

SAVING THROWS

	CLASS BONUS	CLASS BONUS	CLASS BONUS	ABILITY MOD	FEAT MOD	MAGIC MOD	MISC MOD	TOTAL
FORTITUDE SAVE	+	+	+	+	+	+	+	=
REFLEX SAVE	+	+	+	+	+	+	+	=
WILL SAVE	+	+	+	+	+	+	+	=
CONDITIONAL MODS								

DEFENSIVE ABILITIES AND CLASS FEATURES

NAME	DESCRIPTION	SOURCE

ATTACK BONUS

					RACIAL HIT DIE	+	CLASS BONUS	+	CLASS BONUS	+	CLASS BONUS	=	TOTAL
BASE ATTACK BONUS BAB													

MELEE ATTACK BONUS		+		+		+		=		MODS
	BASE ATTACK BONUS		STRENGTH MOD		SIZE MOD		MISC MOD		TOTAL	

RANGED ATTACK BONUS		+		+		+		=		MODS
	BASE ATTACK BONUS		DEXTERITY MOD		SIZE MOD		MISC MOD		TOTAL	

CMB COMBAT MANEUVER BONUS		+		+		+		=		MODS
	BASE ATTACK BONUS		STRENGTH MOD		SIZE MOD		MISC MOD		TOTAL	

ATTACKS

ATTACK	ATTACK BONUS	DAMAGE	CRIT RANGE	MULTIPLIER	TYPE	RANGE	AMMO
OPTIONS USED							

ATTACK	ATTACK BONUS	DAMAGE	CRIT RANGE	MULTIPLIER	TYPE	RANGE	AMMO
OPTIONS USED							

ATTACK	ATTACK BONUS	DAMAGE	CRIT RANGE	MULTIPLIER	TYPE	RANGE	AMMO
OPTIONS USED							

ATTACK	ATTACK BONUS	DAMAGE	CRIT RANGE	MULTIPLIER	TYPE	RANGE	AMMO
OPTIONS USED							

ATTACK	ATTACK BONUS	DAMAGE	CRIT RANGE	MULTIPLIER	TYPE	RANGE	AMMO
OPTIONS USED							

ATTACK	ATTACK BONUS	DAMAGE	CRIT RANGE	MULTIPLIER	TYPE	RANGE	AMMO
OPTIONS USED							

OFFENSIVE ABILITIES AND CLASS FEATURES

NAME	DESCRIPTION	SOURCE



SKILLS

CLASS SKILL	SKILL RANKS	CLASS BONUS	ABILITY MOD	RACIAL BONUS	FEAT BONUS	ITEM BONUS	MISC BONUS	ARMOR PENALTY	TOTAL	CONDITIONAL MODIFIERS
<input type="checkbox"/> ACROBATICS		+	DEX	+	+	+	+	-	=	
<input type="checkbox"/> APPRAISE		+	INT	+	+	+	+	-	=	
<input type="checkbox"/> BLUFF		+	CHA	+	+	+	+	-	=	
<input type="checkbox"/> CLIMB		+	STR	+	+	+	+	-	=	
<input type="checkbox"/> CRAFT		+	INT	+	+	+	+	-	=	
<input type="checkbox"/> CRAFT		+	INT	+	+	+	+	-	=	
<input type="checkbox"/> DIPLOMACY		+	CHA	+	+	+	+	-	=	
<input type="checkbox"/> DISABLE DEVICE		+	DEX	+	+	+	+	-	=	
<input type="checkbox"/> DISGUISE		+	CHA	+	+	+	+	-	=	
<input type="checkbox"/> ESCAPE ARTIST		+	DEX	+	+	+	+	-	=	
<input type="checkbox"/> FLY		+	DEX	+	+	+	+	-	=	
<input type="checkbox"/> HANDLE ANIMAL		+	CHA	+	+	+	+	-	=	
<input type="checkbox"/> HEAL		+	WIS	+	+	+	+	-	=	
<input type="checkbox"/> INTIMIDATE		+	CHA	+	+	+	+	-	=	
<input type="checkbox"/> KNOWLEDGE (ARCANA)		+	INT	+	+	+	+	-	=	
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)		+	INT	+	+	+	+	-	=	
<input type="checkbox"/> KNOWLEDGE (ENGINEERING)		+	INT	+	+	+	+	-	=	
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)		+	INT	+	+	+	+	-	=	
<input type="checkbox"/> KNOWLEDGE (HISTORY)		+	INT	+	+	+	+	-	=	
<input type="checkbox"/> KNOWLEDGE (LOCAL)		+	INT	+	+	+	+	-	=	
<input type="checkbox"/> KNOWLEDGE (NATURE)		+	INT	+	+	+	+	-	=	
<input type="checkbox"/> KNOWLEDGE (NOBILITY)		+	INT	+	+	+	+	-	=	
<input type="checkbox"/> KNOWLEDGE (PLANES)		+	INT	+	+	+	+	-	=	
<input type="checkbox"/> KNOWLEDGE (RELIGION)		+	INT	+	+	+	+	-	=	
<input type="checkbox"/> LINGUISTICS		+	INT	+	+	+	+	-	=	
<input type="checkbox"/> PERCEPTION		+	WIS	+	+	+	+	-	=	
<input type="checkbox"/> PERFORM		+	CHA	+	+	+	+	-	=	
<input type="checkbox"/> PERFORM		+	CHA	+	+	+	+	-	=	
<input type="checkbox"/> PROFESSION		+	WIS	+	+	+	+	-	=	
<input type="checkbox"/> PROFESSION		+	WIS	+	+	+	+	-	=	
<input type="checkbox"/> RIDE		+	DEX	+	+	+	+	-	=	
<input type="checkbox"/> SENSE MOTIVE		+	WIS	+	+	+	+	-	=	
<input type="checkbox"/> SLEIGHT OF HAND		+	DEX	+	+	+	+	-	=	
<input type="checkbox"/> SPELLCRAFT		+	INT	+	+	+	+	-	=	
<input type="checkbox"/> STEALTH		+	DEX	+	+	+	+	-	=	
<input type="checkbox"/> SURVIVAL		+	WIS	+	+	+	+	-	=	
<input type="checkbox"/> SWIM		+	STR	+	+	+	+	-	=	
<input type="checkbox"/> USE MAGIC DEVICE		+	CHA	+	+	+	+	-	=	

TOTAL RANKS

	+	+	+	+	+	+	+	=			
CLASS RANKS		CLASS RANKS		CLASS RANKS		CLASS RANKS		INT MOD X LEVEL	FAVORED CLASS	MISC RANKS	TOTAL

SPECIAL SKILL ABILITIES

EQUIPMENT

BODY SLOTS

HEAD

NECK

BODY

WRIST

HANDS

FEET

HEADBAND

EYES

SHOULDERS

RINGS

CHEST

BELT



WEAPONS

	COST	WEIGHT

POTIONS, SCROLLS, & WANDS

	COST	WEIGHT

ARMOR & SHIELDS

	COST	WEIGHT

OTHER ITEMS

	COST	WEIGHT

ANIMAL COMPANION/COHORT/EIDOLON

NAME	ALIGNMENT	MASTER	MASTER LEVEL	GENDER	HEIGHT	HAIR
BASE ANIMAL/FORM	HIT DICE	TYPE	SIZE	AGE	WEIGHT	EYES

ABILITIES

STR STRENGTH	SCORE	MOD	TEMP SCORE	TEMP MOD
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

HIT POINTS

DR	ENERGY RESISTANCE	TOTAL
DAMAGE		
NONLETHAL		
TOTAL	DEX MOD	MISC MOD

SPEEDS

	FEET	SQUARES	MPH
LAND			
FLY			
SWIM			
CLIMB			
OTHER			

SKILLS

CLASS SKILL	SKILL NAME	TOTAL	SKILL RANKS	ABILITY BONUS	MISC BONUS
<input type="checkbox"/>			=	+	+
<input type="checkbox"/>			=	+	+
<input type="checkbox"/>			=	+	+
<input type="checkbox"/>			=	+	+
<input type="checkbox"/>			=	+	+
<input type="checkbox"/>			=	+	+
<input type="checkbox"/>			=	+	+
<input type="checkbox"/>			=	+	+
<input type="checkbox"/>			=	+	+
<input type="checkbox"/>			=	+	+
<input type="checkbox"/>			=	+	+
<input type="checkbox"/>			=	+	+
<input type="checkbox"/>			=	+	+
<input type="checkbox"/>			=	+	+
<input type="checkbox"/>			=	+	+
<input type="checkbox"/>			=	+	+

DEFENSES

AC ARMOR CLASS	TOTAL	ARMOR BONUS	SHIELD BONUS	NATURAL ARMOR	DEXTERITY MOD	SIZE MOD	DEFLECTION MOD	MISC MOD
	= 10 +							
		FLAT-FOOTED	TOUCH	SPECIAL				
CMD COMBAT MANEUVER DEFENSE	TOTAL	BASE ATTACK	STRENGTH MOD	DEXTERITY MOD	SIZE MOD	MAGIC MOD	MISC MOD	
	= 10 +							
FORTITUDE SAVE	TOTAL	BASE SAVE	ABILITY MOD	MAGIC MOD	MISC MOD	MISC MOD		
	=							
REFLEX SAVE	TOTAL	BASE SAVE	ABILITY MOD	MAGIC MOD	MISC MOD	MISC MOD		
	=							
WILL SAVE	TOTAL	BASE SAVE	ABILITY MOD	MAGIC MOD	MISC MOD	MISC MOD		
	=							
DEFENSIVE ABILITIES								

OFFENSE

BAB BASE ATTACK BONUS	CMB COMBAT MANEUVER BONUS	TOTAL	BASE ATTACK	STR MOD	SIZE MOD	MISC MOD
		= 10 +				
ATTACK	BONUS	DAMAGE	CRITICAL	TYPE		
SPECIAL						
ATTACK	BONUS	DAMAGE	CRITICAL	TYPE		
SPECIAL						
ATTACK	BONUS	DAMAGE	CRITICAL	TYPE		
SPECIAL						

SPECIAL ABILITIES

ANIMAL COMPANION CLASS SKILLS
ACROBATICS, CLIMB, FLY, PERCEPTION, STEALTH, SWIM

EIDOLON COMPANION CLASS SKILLS
BLUFF, CRAFT, KNOWLEDGE (PLANES), PERCEPTION, SENSE MOTIVE, STEALTH, PLUS 4 MORE:

LANGUAGES

FEATS

EQUIPMENT

FAMILIAR/FOLLOWER/MOUNT

FAMILIAR/FOLLOWER/MOUNT

NAME				ALIGNMENT	CLASS/HIT DICE
SENSES				SPEED	
STR STRENGTH	SCORE	MOD	TEMP	MOD	TOTAL
DEX DEXTERITY					DEX MOD
CON CONSTITUTION					MISC MOD
INT INTELLIGENCE					
WIS WISDOM					
CHA CHARISMA					
INIT INITIATIVE		TOTAL	=		+
FORT		TOTAL	=		+
REF		TOTAL	=		+
WILL		TOTAL	=		+
HIT POINTS		CURRENT			

NAME				ALIGNMENT	CLASS/HIT DICE
SENSES				SPEED	
STR STRENGTH	SCORE	MOD	TEMP	MOD	TOTAL
DEX DEXTERITY					DEX MOD
CON CONSTITUTION					MISC MOD
INT INTELLIGENCE					
WIS WISDOM					
CHA CHARISMA					
INIT INITIATIVE		TOTAL	=		+
FORT		TOTAL	=		+
REF		TOTAL	=		+
WILL		TOTAL	=		+
HIT POINTS		CURRENT			

AC ARMOR CLASS	= 10 +	ARMOR BONUS	+	SHIELD BONUS	+	DEX MOD	+	SIZE MOD	+	NATURAL ARMOR	+	MISC MOD
FLAT-FOOTED		TOUCH		CMD								
DEFENSIVE ABILITIES												

AC ARMOR CLASS	= 10 +	ARMOR BONUS	+	SHIELD BONUS	+	DEX MOD	+	SIZE MOD	+	NATURAL ARMOR	+	MISC MOD
FLAT-FOOTED		TOUCH		CMD								
DEFENSIVE ABILITIES												

BAB BASE ATTACK BONUS	MELEE	RANGED	CMB	
ATTACK	BONUS	DAMAGE	CRITICAL	TYPE
ATTACK	BONUS	DAMAGE	CRITICAL	TYPE
ATTACK	BONUS	DAMAGE	CRITICAL	TYPE

BAB BASE ATTACK BONUS	MELEE	RANGED	CMB	
ATTACK	BONUS	DAMAGE	CRITICAL	TYPE
ATTACK	BONUS	DAMAGE	CRITICAL	TYPE
ATTACK	BONUS	DAMAGE	CRITICAL	TYPE

SKILLS			
FEATS			
SPECIAL ABILITIES			
EQUIPMENT			

SKILLS			
FEATS			
SPECIAL ABILITIES			
EQUIPMENT			

LEADERSHIP

LEADERSHIP SCORE	TOTAL	=	LEVEL	+	CHA MOD	+	REPUTATION	+	MISC MOD
COHORT	COHORT SCORE	COHORT LEVEL	COHORTS KILLED						
FOLLOWERS	FOLLOWER SCORE	FOLLOWERS KILLED							
1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL				

ALLIES									
NOTABLE NPCs									

SKILL CHECKS

ACROBATICS (PAGE 87*)

Moving across a Narrow Surface	Acrobatics DC
7–11 inches wide	10
2–6 inches wide	15
Less than 2 inches wide	20

Move through a Threatened Area	Acrobatics DC
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
Greater than 10 feet	+5 per 5 feet

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

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

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

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

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

HEAL (PAGE 98)

Task	Heal DC
First aid	15
Long-term care	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 auras using <i>detect magic</i> (arcana)	15 + spell level
Identify a spell effect that is in place (arcana)	20 + spell level
Know a monster's abilities or weaknesses (varies)	10 + monster's CR

PERCEPTION (PAGE 102)

Detail	Perception DC
Hear the sound of battle	-10
Notice the stench of rotting garbage	-10
Detect the smell of smoke	0
Hear the details of a conversation	0
Notice a visible creature	0
Determine if food is spoiled	5
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
Hear a bow being drawn	25
Sense a burrowing creature underneath you	25
Notice a pickpocket	Opposed by Sleight of Hand
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/foot of wall

RIDE (PAGE 103)

Task	Ride DC
Guide with knees	5
Stay in saddle	5
Fight with a combat-trained mount	10

SPELLCRAFT (PAGE 106)

Task	Spellcraft DC
Identify a spell as it is being cast	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 Creatures over Listed Surface	Survival DC
Very soft ground	5
Soft ground	10
Firm ground	15
Hard ground	20

SWIM (MOVE AT QUARTER SPEED; PAGE 108)

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

* All page numbers refer to the *Pathfinder RPG Core Rulebook*.

CHARACTER ADVANCEMENT AND LEVEL-DEPENDENT BONUSES

Character Level	Experience Point Total			Ability Score	
	Slow	Medium	Fast	Feats	Score
1st	—	—	—	1st	—
2nd	3,000	2,000	1,300	—	—
3rd	7,500	5,000	3,300	2nd	—
4th	14,000	9,000	6,000	—	1st
5th	23,000	15,000	10,000	3rd	—
6th	35,000	23,000	15,000	—	—
7th	53,000	35,000	23,000	4th	—
8th	77,000	51,000	34,000	—	2nd
9th	115,000	75,000	50,000	5th	—
10th	160,000	105,000	71,000	—	—
11th	235,000	155,000	105,000	6th	—
12th	330,000	220,000	145,000	—	3rd
13th	475,000	315,000	210,000	7th	—
14th	665,000	445,000	295,000	—	—
15th	955,000	635,000	425,000	8th	—
16th	1,350,000	890,000	600,000	—	4th
17th	1,900,000	1,300,000	850,000	9th	—
18th	2,700,000	1,800,000	1,200,000	—	—
19th	3,850,000	2,550,000	1,700,000	10th	—
20th	5,350,000	3,600,000	2,400,000	—	5th



ACTIONS IN COMBAT

Standard Action	Attack of Opportunity ¹	Full-Round Action	Attack of Opportunity ²
Attack (melee)	No	Full attack	No
Attack (ranged)	Yes	Charge ⁴	No
Attack (unarmed)	Yes	Deliver coup de grace	Yes
Activate a magic item other than a potion or oil	No	Extinguish flames	No
Aid another	Maybe ²	Light a torch	Yes
Cast a spell (1 standard action casting time)	Yes	Load a heavy or repeating crossbow	Yes
Channel energy	No	Run	Yes
Concentrate to maintain an active spell	No	Use a touch spell on up to six friends	Yes
Dismiss a spell	No	Withdraw ⁴	No
Draw a hidden weapon (see Sleight of Hand skill)	No		
Drink a potion or apply an oil	Yes		
Escape a grapple	No		
Feint	No		
Read a scroll	Yes		
Ready (triggers a standard action)	No		
Stabilize a dying friend (see Heal skill)	Yes		
Total defense	No		
Move Action	Attack of Opportunity ¹	Free Action	Attack of Opportunity ²
Move	Yes	Cease concentration on a spell	No
Direct or redirect an active spell	No	Drop an item	No
Draw a weapon ³	No	Drop to the floor	No
Load a hand crossbow or light crossbow	Yes	Prepare spell components to cast a spell ⁵	No
Open or close a door	No	Speak	No
Mount/dismount a steed	No		
Move a heavy object	Yes		
Pick up an item	Yes		
Sheathe a weapon	Yes		
Stand up from prone	Yes		
Ready or drop a shield ³	No		
Retrieve a stored item	Yes		
Swift Action	Attack of Opportunity ¹	Swift Action	Attack of Opportunity ²
		Cast a quickened spell	No

- Regardless of the action, if you move out of a threatened square, you usually provoke an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.
- If you aid someone performing an action that would normally provoke an attack of opportunity, then the act of aiding another provokes an attack of opportunity as well.
- If you have a base attack bonus of +1 or higher, you can combine one of these actions with a regular move. If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.
- May be taken as a standard action if you are limited to taking only a single action in a round.
- Unless the component is an extremely large or awkward item.

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

- 1 An entangled character also takes a -4 penalty to Dex.
- 2 The defender loses any Dex bonus to AC.
- 3 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 ¹	+0 ¹
Grappling (but attacker is not)	+0 ¹	+0 ¹
Helpless	-4 ³	+0 ³
Kneeling or sitting	-2	+2
Pinned	-4 ³	+0 ³
Prone	-4	+4
Squeezing through a space	-4	-4
Stunned	-2 ¹	-2 ¹

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

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 Two-Weapon Fighting feat	-2	-2

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 + grappler'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

*All page numbers refer to the *Pathfinder RPG Core Rulebook*.

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 succeed at a DC 10 Acrobatics skill check to move faster than half speed or fall prone.

Broken: Weapons take a -2 penalty on attack and damage rolls, only score a critical hit on a natural 20, and only deal ×2 damage. Armor and shields grant half AC bonus and double armor check penalty. Broken wands or staves use twice as many charges.

Confused: 01-25: Act normally; 26-50: Babble for 1 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.

COMMON CONDITIONS (CONTINUED)

Grappled: Creature cannot move or take action that requires 2 hands. –4 penalty to Dex. –2 penalty on attack rolls and combat maneuver checks (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 all 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).

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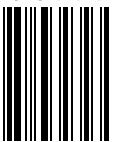
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ISBN 978-1-60125-445-0

US \$9.99



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Printed in China. PZO1122