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Keep crucial rules on hand, and protect your notes and die rolls from player eyes with the *Pathfinder GM Screen*! This beautiful four-panel, landscape-style screen features stunning artwork from Ekaterina Burmak on the players' side, and a huge number of charts and tables on the GM's side to speed up play and reduce time spent leafing through rulebooks in search of key modifiers or results.



The *Pathfinder GM Screen* gives you the tools you need to keep the game fast and fun: conditions, death and dying rules, tables for setting DCs, creature elite and weak adjustments, summaries of actions, and more. Constructed of ultra-high-grade hardcover book stock, this durable screen is perfect for travel, convention play, and repeated regular use.



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By Logan Bonner Illustration by Ekaterina Burmak GM SCREEN

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DATHFINDER



# SATHFINDER:

# GM SOREEN

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### **CONDITIONS**

Core 618

**BLINDED** You can't see. All normal terrain is difficult terrain. You can't detect anything using vision. Automatically critically fail Perception checks that require you to see; if vision is your only precise sense, you take a –4 status penalty to Perception checks. You are immune to visual effects. Blinded overrides dazzled.

**BROKEN** A broken object can't be used, nor does it grant bonuses. Broken armor grants its item bonus to AC, but gives a status penalty to AC (-1 light, -2 medium,-3 heavy). An effect that makes an item broken reduces the item's HP to its Broken Threshold.

**CLUMSY** Take a status penalty equal to your clumsy value on Dexterity-based checks and DCs, including AC, Reflex saves, ranged attacks, and skill checks using Acrobatics, Stealth, and Thievery.

**CONFUSED** You are flat-footed, don't treat anyone as your ally, and can't Delay, Ready, or use reactions. Use all your actions to Strike or cast offensive cantrips. The GM determines targets randomly. If you have no other option, target yourself, automatically hitting. If it's impossible for you to attack or cast spells, you babble incoherently, wasting your actions. Each time you take damage from an attack or spell, attempt a DC 11 flat check to end the condition.

**CONTROLLED** Your controller dictates how you act.

**DAZZLED** All creatures and objects are concealed from you.

**DEAFENED** Automatically critically fail Perception checks that require hearing. Take a -2 status penalty to Perception checks for initiative and checks that involve sound but also rely on other senses. If you perform an action that has the auditory trait, you must succeed at a DC 5 flat check or the action is lost. You are immune to auditory effects.

**DRAINED** Take a status penalty equal to your drained value on Constitution-based checks, such as Fortitude saves. Lose Hit Points equal to your level times the drained value, and your maximum Hit Points are reduced by the same amount. When you regain Hit Points by resting for 8 hours, your drained value is reduced by 1, but you don't immediately recover the lost Hit Points.

**ENCUMBERED** You're clumsy 1 and take a –10-foot penalty to all your Speeds.

**ENFEEBLED** Take a status penalty equal to your enfeebled value to Strength-based rolls and DCs, including Strength-based melee attack rolls, Strength-based damage rolls, and Athletics checks. **FASCINATED** Take a -2 status penalty to Perception and skill checks, and you can't use actions with the concentrate trait unless they are related to the subject of your fascination. This condition ends if a creature takes hostile actions toward you or any of your allies. **FATIGUED** Take a -1 status penalty to AC and saving throws. During exploration, you can't choose an exploration activity. Recover from fatigue after a full night's rest.

**FLAT-FOOTED** Take a –2 circumstance penalty to AC.

**FLEEING** On your turn, spend each action trying to escape the source of the condition as expediently as possible. You can't Delay or Ready.

**FRIGHTENED** Take a status penalty equal to the value to all checks and DCs. At the end of each of your turns, the value decreases by 1.

**GRABBED** You're immobilized and flat-footed. If you attempt a manipulate action, you must succeed at a DC 5 flat check or it is lost.

**IMMOBILIZED** You can't take any action with the move trait. If you're immobilized by something holding you in place and an external force would move you, the force must succeed at a check against the DC of the effect holding you in place you or the relevant defense (usually Fortitude DC) of the creature holding you in place.

**PARALYZED** You're flat-footed and can't take actions except Recall Knowledge and others that require only your mind. You can't Seek.

PERSISTENT DAMAGE Instead of taking persistent damage

immediately, take it at the end of each of your turns, rolling any damage dice each time. After you take persistent damage, roll a DC 15 flat check to see if you recover. If you succeed, the condition ends.

You or an ally can help you recover, allowing an additional flat check. This usually takes 2 actions, and must be something that would reasonably help against the source of the damage. The GM can reduce the DC to 10, have the damage end automatically, or change the number of actions.

**PETRIFIED** You can't act, nor can you sense anything. You're an object with double your normal Bulk (typically 12 if Medium or 6 if Small), AC 9, Hardness 8, and the same current HP you had when alive.

**PRINE** You're flat-footed with a -2 circumstance penalty to attack rolls. The only move actions you can take are Crawl and Stand. Standing ends the prone condition. You can Take Cover while prone, gaining

greater cover against ranged attacks (but remain flat-footed).

**QUICKENED** You gain 1 additional action at the start of your turn each round. Many effects that make you quickened specify the types of additional actions you can use. Because quickened has its effect at the start of your turn, you don't gain actions immediately if you become quickened during your turn.

**RESTRAINED** You're tied up and can barely move, or a creature has you pinned. You are immobilized and flat-footed, and you can't use any actions with the attack or manipulate traits except to attempt to Escape or Force Open your bonds. Restrained overrides grabbed.

**SICKENED** Take a status penalty equal to the value on all checks and DCs. You can't willingly ingest anything. You can spend an action retching to attempt a Fortitude save against the DC of the sickening effect. On a success, reduce the value by 1 (2 on a critical success).

**SLOWED** When you regain your actions at the start of your turn, reduce the number of actions by your slowed value. You don't lose actions immediately if slowed during your turn.

**STUNNED** You can't act. A stunned value indicates how many total actions you lose. Each time you regain actions, reduce the number by your stunned value, then reduce your stunned value by the number of actions lost. If stunned has a duration, lose all your actions for the listed duration. Stunned overrides slowed. Actions lost to stunned count toward those lost to slowed.

STUPEFIED Take a status penalty equal to the value to checks and DCs based on Intelligence, Wisdom, or Charisma, including Will saves, spell attack rolls and DCs, and appropriate skill checks. If you Cast a Spell, it's disrupted unless you succeed at a flat check (DC = 5 + value).

### ICON KEY

Single Action
Two-Action Activity
Three-Action Activity
Free Action
Reaction

### TURNS

### CORE 468

START YOUR TURN Your durations measured in rounds decrease by 1; use one triggered action with a trigger of "your turn begins"; attempt a recovery check if you're dying; regain your 3 actions and 1 reaction.

**ACT** Use your actions. 2

END YOUR TURN End anything that lasts until the end of your turn; take persistent damage and attempt to recover from it; use one triggered action with a trigger of "your turn ends".

### **BASIC ACTIONS**

# **CORE 469**

CORE 472

Aid 2 DC 20 check to give a +1 circumstance bonus to assisted skill check or attack roll (crit success: +2, +3 if master, +4 if legendary).

**Crawl** (move) Move 5 feet while prone.

**Delay** Select this when your turn begins; take your turn later. **Drop Prone** (move) Fall prone.

**Escape**  $\blacklozenge$  (attack) Attempt to get free when grappled, restrained, or immobilized. Use unarmed attack modifier, Acrobatics, or Athletics.

Interact  $\clubsuit$  (manipulate) Grab an object, open a door, draw an item, or do a similar action.

**Leap**  $\blacklozenge$  (move) Jump horizontally 10 feet (15 feet if your Speed is 30 feet or more), or vertically 3 feet and horizontally 5 feet.

**Ready (concentrate)** Prepare to take a single action or free action as a reaction with a trigger you designate.

**Release (**manipulate) Release something you're holding without triggering reactions.

Seek (concentrate, secret) Scan an area for signs of creatures or objects using Perception.

**Sense Motive** (concentrate, secret) See if a creature is lying.

- **Stand** ◆ (move) You stand up from prone.
- **Step**  $\blacklozenge$  (move) Move 5 feet without triggering reactions.
- **Stride** ◆ (move) Move up to your Speed.

**Strike** (attack) Attack with a weapon or unarmed attack.

# **Take Cover** Sain cover, or get greater cover if you have cover.

### SPECIALTY BASIC ACTIONS

Arrest a Fall **Q** Use Acrobatics to slow your fall while flying. Avert Gaze Get a +2 circumstance bonus against visual abilities.

**Burrow** (move) Move up to your burrow Speed.

Fly (move) Move up to your fly Speed. Moving upward counts as traveling through difficult terrain. You can move straight down 10 feet for every 5 feet of movement you spend. If you're airborne at the end of your turn and didn't Fly this round, you fall.

**Grab an Edge ?** (manipulate) Try to catch something to stop a fall.

Mount � (move) Get on an allied animal bigger than you to ride it.

**Point Out**  $\blacklozenge$  (auditory, manipulate, visual) Reveal unobserved creature.

**Raise a Shield Put** up a shield to get its bonus to AC.

# **DEATH AND DYING**

KNOCKED OUT When reduced to 0 HP, move your initiative to directly before the creature or effect that reduced you to 0 HP. Gain dying 1, or dying 2 if the damage came from a critical hit or your critical failure on a save. A nonlethal effect makes you unconscious at 0 HP and doesn't give you the dving condition.

**DYING** You are unconscious. If you ever reach dying 4, you die. Attempt a recovery check at the start of your turn to determine whether you get better or worse. If you ever have 1 HP or more, you lose the dying condition. Any time you lose the dying condition, increase your wounded value by 1. If you take damage while dying, increase the dying value by 1 (or 2 on an enemy's critical success or your critical failure).

**RECOVERY CHECKS** At the start of your turn when you're dying,

attempt a flat check (DC 10 + your dying value).

Critical Success Your dying value is reduced by 2.

Success Your dying value is reduced by 1.

Failure Your dying value increases by 1.

**Critical** Failure Your dying value increases by 2.

WOUNDED Any time you gain the dying condition or increase it for any reason, add your wounded value to the amount you gain or increase your dying value. The wounded condition ends if you receive HP from Treat Wounds, or if you're restored to full HP and rest for 10 minutes.

**DODMED** The maximum dying value at which you die is reduced by your doomed value. If your maximum dying value is reduced to 0, you instantly die. Your doomed value decreases by 1 each time you get a full night's rest.

### **UNCONSCIOUS**

You can't wake up from unconsciousness while you have 0 Hit Points. If you're unconscious and have 1 or more Hit Points, you wake up in one of five ways.

- You take damage, provided the damage doesn't drop you to 0 HP.
- You receive healing, other than natural healing from resting. • Someone nudges or shakes you awake with an Interact action.
- If there's loud noise, at the start of your turn attempt a Perception check against the noise's DC, waking up if you succeed. If creatures are attempting to stay quiet, this uses their Stealth DC.
- The GM decides you wake up either because you have had a restful night's sleep or something disrupted that restful sleep.

TREAT WO	DUNDS		Core 249
Proficiency	DC	Success Healing	<b>Critical Healing</b>
Trained	15	2d8	4d8
Expert*	20	2d8+10	4d8+10
Master*	30	2d8+30	4d8+30
Legendary*	40	2d8+50	4d8+50
* Rolling against a higher DC is optional.			

### CORE 459 TERRAIN

# **DIFFICULT TERRAIN** Each square costs 5 extra feet of movement. GREATER DIFFICULT TERRAIN Each square costs 10 extra feet of

movement. HAZARDOUS TERRAIN Moving through hazardous terrain deals damage.

NARROW SURFACE Flat-footed and must Balance to cross. When you're hit or fail a save, succeed at a Reflex save or fall.

**UNEVEN GROUND** Flat-footed and might need to Balance or fall prone. When you're hit or fail a save, succeed at a Reflex save or fall.

INCLINE You need to Climb to ascend an incline. You're flatfooted while Climbing.

### COVER

**CORE 477** 

Draw a line from the center of the attacker's space or burst to the center of the target's space.

**LESSER COVER** +1 circumstance bonus to AC if line passes through creatures but no objects.

**COVER** +2 circumstance bonus to AC, Reflex saves against area effects, and Stealth checks to Hide or Sneak. You can use Take Cover (Core 471) to increase this to greater cover.

**GREATER COVER** As cover, but a +4 bonus.

### **HERO POINTS**

### CORE 467. 507

Give out 1 Hero Point to each PC at the start of the session. Give out roughly 1 more per hour of play, for a heroic act or a moderate or major accomplishment. Hero Points can be spent in two ways.

SPEND 1 HERD POINT to reroll a check and use the second result. This is a fortune effect.

**SPEND ALL YOUR HERD POINTS** to avoid death. You can do this when your dying condition would increase. Lose the dying condition and stabilize with 0 Hit Points. Don't gain or increase your

wounded value from losing the dying condition in this way, but if you already had that condition you don't lose it or

decrease it.

CORE 459



### **CORF 475**

### **Skill Actions**

E Exploration action, D Downtime action

ACROBATICS (Dex, Core 240) Balance �, Tumble Through � Trained Maneuver in Flight �, Squeeze<sup>E</sup>

CORE 233

ARCANA (Int, Core 241) Recall Knowledge � (Core 238)

**Trained** Borrow an Arcane Spell<sup>E</sup>, Decipher Writing<sup>E</sup> (Core 234), Identify Magic<sup>E</sup> (Core 238), Learn a Spell<sup>E</sup> (Core 238) ATHLETICS (Str, Core 241) Climb �, Force Open �, Grapple �,

High Jump ↔, Long Jump ↔, Shove ↔, Swim ↔, Trip ↔ Trained Disarm ↔

**CRAFTING** (Int, Core 243) Recall Knowledge ◆ (Core 238), Repair<sup>E</sup>

**Trained** Craft<sup>D</sup>, Earn Income<sup>D</sup> (Core 236), Identify Alchemy<sup>E</sup> **DECEPTION** (Cha, Core 245) Create a Diversion ◆, Impersonate<sup>E</sup>, Lie

### Trained Feint 🔶

**DIPLOMACY** (Cha, Core 246) Gather Information<sup>E</sup>, Make an Impression<sup>E</sup>, Request  $\diamondsuit$ 

NTIMIDATION (Cha, Core 247) Coerce<sup>E</sup>, Demoralize �

LORE (Int, Core 247) Recall Knowledge � (Core 238)

Trained Earn Income<sup>D</sup> (Core 236)

MEDICINE (Wis, Core 248) Administer First Aid ↔, Recall Knowledge ↔ (Core 238)

**Trained** Treat Disease<sup>D</sup>, Treat Poison �, Treat Wounds<sup>E</sup>

NATURE (Wis, Core 249) Command an Animal ♣, Recall Knowledge ♣ (Core 238)

**Trained** Identify Magic<sup>E</sup> (Core 238), Learn a Spell<sup>E</sup> (Core 238) **DCCULTISM** (Int, Core 249) Recall Knowledge ◆ (Core 238)

**Trained** Decipher Writing<sup>E</sup> (Core 234), Identify Magic<sup>E</sup> (Core 238), Learn a Spell<sup>E</sup> (Core 238)

**PERFORMANCE** (Cha, Core 250) Perform

Trained Earn Income<sup>D</sup> (Core 236)

RELIGION (Wis, Core 250) Recall Knowledge � (Core 238)

**Trained** Decipher Writing<sup>E</sup> (Core 234), Identify Magic<sup>E</sup> (Core 238), Learn a Spell<sup>E</sup> (Core 238)

**SOCIETY** (Int, Core 250) Recall Knowledge **(**Core 238), Subsist<sup>D</sup> (Core 240)

**Trained** Create Forgery<sup>D</sup>, Decipher Writing<sup>E</sup> (Core 234)

STEALTH (Dex, Core 251) Conceal an Object ♦, Hide ♦, Sneak ♦

**SURVIVAL** (Wis, Core 252) Sense Direction<sup>E</sup>, Subsist<sup>D</sup> (Core 240) **Trained** Cover Tracks<sup>E</sup>, Track<sup>E</sup>

**THIEVERY** (Dex, Core 253) Palm an Object  $\diamondsuit$ , Steal  $\diamondsuit$ **Trained** Disable a Device  $\diamondsuit$ , Pick a Lock  $\diamondsuit$ 

SIMPLE DCS		Core SO3
Rank	DC	
Untrained	10	
Trained	15	
Expert	20	
Master	30	
Legendary	40	

C	DCS BY	Y LEVEL			Core 503
	Level	DC	Level	DC	
	0	14	13	31	
	1	15	14	32	
	2	16	15	34	
	3	18	16	35	
	4	19	17	36	
	5	20	18	38	
	6	22	19	39	
	7	23	20	40	
	8	24	21	42	
	9	26	22	44	
	10	27	23	46	
	11	28	24	48	
	12	30	25	50	
	S	Spell Level	DC		La contra
		1st	15		
		2nd	18		ANDE
		3rd	20		

23

26

28

31

34

36

10th\* 39 \* 10th-level spells are usually uncommon or rare, so their difficulty should be adjusted accordingly.

4th

5th

6th

7th

8th

9th

DC ADJUSTMENT	rs	CORE 504	
Difficulty	Adjustment		11.12
Incredibly easy	-10		1.17
Very easy	-5		11
Easy	-2		
Hard (uncommon)	+2		1
Very hard (rare)	+5		
Incredibly hard (unique)	+10		

### **13 SPECIFIC SKILL DCS**

**CRAFT** Use a DC of the item's level, adjusted for rarity.

**EARN INCOME TASKS** The task level is typically the settlement's level, and its DC uses the task level. Typical levels: village 0–1, town 2–4, city 5–7.

**GATHER INFORMATION** Set a simple DC based on the notoriety of the subject; adjust upward if the character seeks in-depth information.

**IDENTIFY MAGIC OR LEARN A SPELL** Use the DC for the spell or item's level, adjusted by rarity; use the incredibly hard adjustment for cursed items.

**RECALL KNOWLEDGE** Set a simple DC; if the character tries again for more knowledge, adjust the DC one step higher each time until they fail or attempt an incredibly hard check. **SENSE DIRECTION** Pick a simple DC: trained in normal wilderness, expert in deep forest/underground, master or legendary in weird/surreal environments.

**SOCIAL SKILLS** Use Will DC if known; if not, improvise a level. **TRACK** Select a simple DC, or a Survival DC if the quarry Covers Tracks.

# CREATURE IDENTIFICATION CORE 506

Use the creature's level, adjusted for rarity and fame. Success recalls a well-known attribute; critical success adds something more subtle.

		e
	Creature Trait	Skills
E.S.	Aberration	Occultism
AT SA	Animal	Nature
See.	Astral	Occultism
	Beast	Arcana, Nature
	Celestial	Religion
	Construct	Arcana, Crafting
The second	Dragon	Arcana
	Elemental	Arcana, Nature
	Ethereal	Occultism
	Fey	Nature
	Fiend	Religion
	Fungus	Nature
	Humanoid	Society
	Monitor	Religion
	Ooze	Occultism
7	Plant	Nature
	Spirit	Occultism
	Undead	Religion

# CORE 504

### **DETECTING CREATURES**

### CORF 465

**OBSERVED** A creature you're observed by knows where you are and can target you normally.

**CONCEALED** A creature that you're concealed from must succeed at a DC 5 flat check when targeting you with a non-area effect.

HIDDEN A creature you're hidden from knows the space you're in. It is flat-footed to you, and must succeed at a DC 11 flat check to affect you. You can Hide to become hidden, and Seek to find hidden creatures.

**UNDETECTED** When you are undetected by a creature, it's flat-footed to you, can't see you, has no idea what space you occupy, and can't target you. It can try to guess your square by picking a square and attempting an attack. This works like targeting a hidden creature, but the flat check and attack roll are rolled in secret by the GM.

**UNNOTICED** A creature you're unnoticed by is totally unaware of your presence.

**NVISIBLE** You're undetected by everyone. You can't become observed while invisible except via special abilities or magic.

### **EXPLORATION ACTIVITIES**

**CORE 479** 

You must move at half speed to use any of these activities. **AVOID NOTICE** Use Stealth to avoid being noticed.

**DEFEND** Raise a Shield before your first turn begins.

**DETECT MAGIC** (concentrate) Detect magic at regular intervals. FOLLOW THE EXPERT (audible, concentration, visual) Gain bonus with a skill from an expert ally. Add your level if untrained, and get +2 circumstance bonus (+3 if ally is master, +4 if ally is legendary).

**HUSTLE** Move at double Speed for up to Con × 10 minutes (minimum 10 minutes).

> **INVESTIGATE** (concentrate) Use Recall Knowledge to discover clues.

**REPEAT A SPELL** (concentrate) Repeatedly cast the same spell, or continue Activation or Sustain a Spell.

**SCOUT** (concentrate) Party members get +1 circumstance bonus to their initiative rolls.

SEARCH (concentrate) Seek for hidden doors and hazards.

### **FALLING DAMAGE**

When you fall more than 5 feet, take bludgeoning damage equal to half the distance you fell. If you take any damage, you land prone. If you fall into water or a soft substance, calculate damage as though the fall were 20 feet shorter, 30 if you intentionally dove in (up to the depth of the substance).

	CORE S1S
Climb DC	Hardness, HP (BT)
20	10, 40 (20)
30	14, 56 (28)
15	15, 60 (30)
30	18, 72 (36)
Climb DC	Hardness, HP (BT)
15	10, 40 (20)
15	10, 40 (20)
20	14, 56 (28)
30	14, 56 (28)
40	18, 72 (36)
Climb DC	Hardness, HP (BT)
10	10, 40 (20)
10	18, 72 (36)
	20 30 15 30 <b>Climb DC</b> 15 15 20 30 30 40 <b>Climb DC</b> 10

FORCE OPEN		CORE 515
Structure	Force Open DC	
Stuck door or window	15	
Exceptionally stuck	20	
Lift wooden portcullis	20*	
Lift iron portcullis	30*	
Bend metal bars	30	
* Use the Thievery DC of the	locking mechanism if it's	s higher.

TRAVE	SPEED		Core 479
Speed	Feet per Minute	Miles per Hour	Miles per Day
10 feet	100	1	8
15 feet	150	1-1/2	12
20 feet	200	2	16
25 feet	250	2-1/2	20
30 feet	300	3	24
35 feet	350	3-1/2	28
40 feet	400	4	32

ENVIRONMENTAL	DAMAGE
Category	Damage

Lategory	Damage	
Minor	1d6-2d6	
Moderate	4d6-6d6	
Major	8d6-12d6	
Massive	18d6-24d6	

### CORF 463

XP Awards		Core 508
Accomplishment	XP Award	
Minor	10 XP	
Moderate <sup>*</sup>	30 XP	
Major*	80 XP	
* Typically awards a H	ero Point as well.	

Adversary or Hazard Level	XP for Simple Hazard	XP for Creature or Complex Hazard
Party level - 4	2 XP	10 XP
Party level - 3	3 XP	15 XP
Party level - 2	4 XP	20 XP
Party level - 1	6 XP	30 XP
Party level	8 XP	40 XP
Party level + 1	12 XP	60 XP
Party level + 2	16 XP	80 XP
Party level + 3	24 XP	120 XP
Party level + 4	32 XP	160 XP

ENCOUNTER	Core 489	
Difficulty	XP Budget	Character Adjustment
Trivial	40 or less	10 or less
Low	60	15
Moderate	80	20
Severe	120	30
Extreme	160	40

### **ELITE ADJUSTMENT**

• Add 2 to AC, attack bonus, DCs, saves, Perception, and skills.

• Add 2 to damage for Strikes and offensive abilities, or 4 for abilities that can be used only a limited number of times.

• Increase HP using this table:

Starting Level	HP Increase
Starting Level	III IIICIEase
1 or lower	10
2-4	15
5–19	20
20+	30

### WEAK ADJUSTMENT

BESTIARY 6

BESTIARY 6

- Subtract 2 from AC, attack bonus, DCs, saves, Perception, and skills.
- Subtract 2 from damage for Strikes and offensive abilities, or 4 for abilities that can be used only a limited number of times.
- Decrease HP using this table:

CORE S12

Starting Level	HP Decrease	
1-2	10	
3–5	15	
6-20	20	
21+	30	

can't detect anything using vision. Automatically critically fail Recover from fatigue after a full night's rest. Perception checks that require you to see; if vision is your only **FLAT-FOUTED** Take a -2 circumstance penalty to AC. precise sense, you take a -4 status penalty to Perception checks. FLEEING On your turn, spend each action trying to escape the You are immune to visual effects. Blinded overrides dazzled.

**BROKEN** A broken object can't be used, nor does it grant bonuses. Delay or Ready. Broken armor grants its item bonus to AC, but gives a status FRIGHTENED Take a status penalty equal to the value to all checks an item broken reduces the item's HP to its Broken Threshold.

**CLUMSY** Take a status penalty equal to your clumsy value **GRABBED** You're immobilized and flat-footed. If you attempt a on Dexterity-based checks and DCs, including AC, Reflex manipulate action, you must succeed at a DC 5 flat check or it saves, ranged attacks, and skill checks using Acrobatics, is lost Stealth, and Thievery.

can't Delay, Ready, or use reactions. Use all your actions to Strike force would move you, the force must succeed at a check against or cast offensive cantrips. The GM determines targets randomly. the DC of the effect holding you in place you or the relevant If you have no other option, target yourself, automatically defense (usually Fortitude DC) of the creature holding you in hitting. If it's impossible for you to attack or cast spells, you place. babble incoherently, wasting your actions. Each time you take PARALYZED You're flat-footed and can't take actions except Recal damage from an attack or spell, attempt a DC 11 flat check to Knowledge and others that require only your mind. You can't end the condition.

**CONTROLLED** Your controller dictates how you act.

**DAZZLED** All creatures and objects are concealed from you.

DEAFENED Automatically critically fail Perception checks that your turns, rolling any damage dice each require hearing. Take a -2 status penalty to Perception checks time. After you take persistent damage, roll for initiative and checks that involve sound but also rely on a DC 15 flat check to see if you recover. If other senses. If you perform an action that has the auditory you succeed, the condition ends. trait, you must succeed at a DC 5 flat check or the action is lost. You or an ally can help you recover, allowing an You are immune to auditory effects.

**DRAINED** Take a status penalty equal to your drained value on must be something that would reasonably help against Constitution-based checks. such as Fortitude saves. Lose Hit Points the source of the damage. The GM can reduce the DC equal to your level times the drained value, and your maximum to 10, have the damage end automatically, or change Hit Points are reduced by the same amount. When you regain Hit the number of actions. Points by resting for 8 hours, your drained value is reduced by 1, **PETRIFIED** You can't act, nor can you sense but you don't immediately recover the lost Hit Points.

**ENCUMBERED** You're clumsy 1 and take a -10-foot penalty to all your normal Bulk (typically 12)

**ENFEEBLED** Take a status penalty equal to your enfeebled value to Hardness 8, and the same current Strength-based rolls and DCs, including Strength-based melee HP you had when alive. attack rolls, Strength-based damage rolls, and Athletics checks, **PRONE** You're flat-footed with  $a - \frac{1}{2}$ **ASCINATED** Take a - 2 status penalty to Perception and skill circumstance penalty to attack checks, and you can't use actions with the concentrate trait unless they are related to the subject of your fascination. This you can take are Crawl and condition ends if a creature takes hostile actions toward you or Stand. Standing ends the prone any of your allies.

CORE 618 FATIGUED Take a -1 status penalty to AC and saving throws. greater cover against ranged attacks (but remain flat-footed). BLINDED You can't see, All normal terrain is difficult terrain. You During exploration, you can't choose an exploration activity.

source of the condition as expediently as possible. You can't

penalty to AC (-1 light, -2 medium, -3 heavy). An effect that makes and DCs. At the end of each of your turns, the value decreases can't use any actions with the attack or manipulate traits except

MMOBILIZED You can't take any action with the move trait. If you're **CONFUSED** You are flat-footed, don't treat anyone as your ally, and immobilized by something holding you in place and an external

**PERSISTENT DAMAGE** Instead of taking persistent damage immediately, take it at the end of each of

additional flat check. This usually takes 2 actions, and

anything. You're an object with double if Medium or 6 if Small), AC 9,

The only move actions condition. You can Take Cover while prone, gaining

each round. Many effects that make you guickened specify the types of additional actions you can use. Because quickened has its effect at the start of your turn, you don't gain actions immediately if you become quickened during your turn.

**RESTRAINED** You're tied up and can barely move, or a creature has you pinned. You are immobilized and flat-footed, and you to attempt to Escape or Force Open your bonds. Restrained overrides grabbed.

**CKENED** Take a status penalty equal to the value on all checks and DCs. You can't willingly ingest anything. You can spend an action retching to attempt a Fortitude save against the DC of the sickening effect. On a success, reduce the value by 1 (2 on a

**SLOWED** When you regain your actions at the start of your turn, reduce the number of actions by your slowed value. You don't lose actions immediately if slowed during your turn.

**STUNNED** You can't act. A stunned value indicates how many total actions you lose. Each time you regain actions, reduce the number by your stunned value, then reduce your stunned value by the number of actions lost. If stunned has a duration, lose all your actions for the listed duration. Stunned overrides slowed. Actions lost to stunned count toward those lost to slowed.

> **STUPEFIED** Take a status penalty equal to the value to checks and DCs based on Intelligence, Wisdom, or Charisma, including Will saves, spell attack rolls and DCs, and appropriate skill checks. If you Cast a Spell it's disrupted unless you succeed at a flat check (DC = 5 + value).

### ICON KEY

Single Action **\* Two-Action Activity** Three-Action Activity Free Action Reaction © 2019, Paizo Inc.

regain your 3 actions and 1 reaction.

**2 ACT** Use your actions.

### **BASIC ACTIONS**

Crawl (move) Move 5 feet while prone. **Drop Prone** (move) Fall prone. Acrobatics, or Athletics. item, or do a similar action. action as a reaction with a trigger you designate. without triggering reactions. objects using Perception. **Stand** (move) You stand up from prone. **Stride** (move) Move up to your Speed.

### SPECIALTY BASIC ACTIONS

**Arrest a Fall ?** Use Acrobatics to slow your fall while flying. Avert Gaze Set a +2 circumstance bonus against visual abilities. **Burrow** (move) Move up to your burrow Speed. Fly (move) Move up to your fly Speed. Moving upward counts • The GM decides you wake up either because you have had a as traveling through difficult terrain. You can move straight down 10 feet for every 5 feet of movement you spend. If you're airborne at the end of your turn and didn't Fly this round, you fall. **Grab an Edge 2** (manipulate) Try to catch something to stop a fall. **Mount**  $\clubsuit$  (move) Get on an allied animal bigger than you to ride it. **Point Out** • (auditory, manipulate, visual) Reveal unobserved creature. **Raise a Shield** • Put up a shield to get its bonus to AC.

### CORE 468 DEATH AND DYING

it; use one triggered action with a trigger of "your turn ends".

Aid 2 DC 20 check to give a +1 circumstance bonus to assisted skill check or attack roll (crit success: +2, +3 if master, +4 if

**Delay** Select this when your turn begins: take your turn later.

**Escape** (attack) Attempt to get free when grapple restrained, or immobilized. Use unarmed attack modifier,

30 feet or more), or vertically 3 feet and horizontally 5 feet.

Seek (concentrate, secret) Scan an area for signs of creatures or

**Sense Motive** (concentrate, secret) See if a creature is lying.

**Step** (move) Move 5 feet without triggering reactions.

**Strike**  $\clubsuit$  (attack) Attack with a weapon or unarmed attack.

decrease by 1; use one triggered action with a trigger of to directly before the creature or effect that reduced you GREATER DIFFICULT TERRAIN Each square costs 10 extra feet of "your turn begins"; attempt a recovery check if you're dying; to 0 HP. Gain dying 1. or dying 2 if the damage came from movement. a critical hit or your critical failure on a save. A nonlethal HAZARDOUS TERRAIN Moving through hazardous terrain deals effect makes you unconscious at 0 HP and doesn't give you damage. the dying condition.

turn; take persistent damage and attempt to recover from Attempt a recovery check at the start of your turn to determine UNEVEN GROUND Flat-footed and might need to Balance or fall more, you lose the dying condition. Any time you lose the or fall Cnpr 469 dying condition, increase your wounded value by 1. If you take INCLINE You need to Climb to ascend an incline. You're flatdamage while dying, increase the dying value by 1 (or 2 on an footed while Climbing. enemy's critical success or your critical failure).

**RECOVERY CHECKS** At the start of your turn when you're dying, **COVER** attempt a flat check (DC 10 + your dying value).

**Critical Success** Your dying value is reduced by 2.

**Success** Your dying value is reduced by 1.

**Failure** Your dying value increases by 1.

Critical Failure Your dying value increases by 2.

Interact 🔶 (manipulate) Grab an object, open a door, draw an for any reason, add your wounded value to the amount you Cover (Core 471) to increase this to greater cover. gain or increase your dving value. The wounded condition ends **GREATER COVER** As cover, but a +4 bonus. Leap (move) Jump horizontally 10 feet (15 feet if your Speed is if you receive HP from Treat Wounds, or if you're restored to full HP and rest for 10 minutes.

Ready 🚸 (concentrate) Prepare to take a single action or free DOOMED The maximum dying value at which you die is reduced Give out 1 Hero Point to each PC at the start of the session time vou get a full night's rest.

### **UNCONSCIOUS**

vou wake up in one of five ways.

- You take damage, provided the damage doesn't drop you to wounded value from losing the dying condition in 0 HP.
- Take Cover I Gain cover, or get greater cover if you have cover. You receive healing, other than natural healing from resting. you don't lose it or • Someone nudges or shakes you awake with an Interact action. decrease it.
  - **CORF 472** If there's loud noise, at the start of your turn attempt a Perception check against the noise's DC, waking up if you succeed. If creatures are attempting to stay quiet, this uses their Stealth DC
    - restful night's sleep or something disrupted that restful sleep.

TREAT WO	DUNDS		CORE 249
Proficiency	DC	Success Healing	Critical Healing
Trained	15	2d8	4d8
Expert*	20	2d8+10	4d8+10
Master*	30	2d8+30	4d8+30
Legendary*	40	2d8+50	4d8+50
* Rolling agains	st a higher	DC is optional.	

### CORE 459 TERRAIN

START YOUR TURN YOUR durations measured in rounds KNOCKED OUT When reduced to 0 HP, move your initiative DIFFICULT TERRAIN Each square costs 5 extra feet of movement.

NARROW SURFACE Flat-footed and must Balance to cross. When **END YOUR TURN** End anything that lasts until the end of your **UVING** You are unconscious. If you ever reach dying 4, you die. you're hit or fail a save, succeed at a Reflex save or fall.

whether you get better or worse. If you ever have 1 HP or prone. When you're hit or fail a save, succeed at a Reflex save

Draw a line from the center of the attacker's space or burst to the center of the target's space.

Core 477

CORF 467. 507

**LESSER COVER** +1 circumstance bonus to AC if line passes through creatures but no objects.

**COVER** +2 circumstance bonus to AC, Reflex saves against area WOUNDED Any time you gain the dying condition or increase it effects, and Stealth checks to Hide or Sneak. You can use Take

# **HERO POINTS**

# by your doomed value. If your maximum dying value is reduced Give out roughly 1 more per hour of play, for a heroic act or a Release 🗞 (manipulate) Release something you're holding to 0, you instantly die. Your doomed value decreases by 1 each moderate or major accomplishment. Hero Points can be spent

**SPEND 1 HERD POINT** to reroll a check and use the second result **CRRE 459** This is a fortune effect

You can't wake up from unconsciousness while you have 0 Hit **SPEND ALL YOUR HERD POINTS** to avoid death. You can do this when Points. If you're unconscious and have 1 or more Hit Points, your dving condition would increase. Lose the dving condition and stabilize with 0 Hit Points. Don't gain or increase your this way, but if you already had that condition a



# **SKILL ACTIONS**

E Exploration action. Downtime action ACROBATICS (Dex. Core 240) Balance �, Tumble Through � **Trained** Maneuver in Flight �. Squeeze<sup>E</sup>

ARCANA (Int. Core 241) Recall Knowledge � (Core 238) **Trained** Borrow an Arcane Spell<sup>E</sup>, Decipher Writing<sup>E</sup> (Core 234), Identify Magic<sup>E</sup> (Core 238), Learn a Spell<sup>E</sup> (Core 238)

ATHLETICS (Str. Core 241) Climb . Force Open . Grapple High Jump ��, Long Jump ��, Shove �, Swim �, Trip ♦

Trained Disarm 🔶 👘

**CRAFTING** (Int, Core 243) Recall Knowledge

Trained Craft<sup>D</sup>, Earn Income<sup>D</sup> (Core 236), Identify Alchem DECEPTION (Cha. Core 245) Create a Diversion �. Impersona

# Frained Feint 🚸

**DIPLOMACY** (Cha. Core 246) Gather Information<sup>E</sup>. Make Impression<sup>E</sup>, Request  $\blacklozenge$ 

NTIMIDATION (Cha, Core 247) Coerce<sup>E</sup>, Demoralize � DRE (Int. Core 247) Recall Knowledge � (Core 238)

**Trained** Earn Income<sup>D</sup> (Core 236)

MEDICINE (Wis, Core 248) Administer First Aid 🚸. Re Knowledge  $\blacklozenge$  (Core 238)

**Trained** Treat Disease<sup>D</sup>, Treat Poison **NATURE** (Wis, Core 249) Command an Animal Knowledge  $\blacklozenge$  (Core 238)

**Trained** Identify Magic<sup>E</sup> (Core 238), Learn a Spell<sup>E</sup> (Core 238) OCCULTISM (Int. Core 249) Recall Knowledge � (Core 238)

**Trained** Decipher Writing<sup>E</sup> (Core 234), Identify Magic<sup>E</sup> (Core 238), Learn a Spell<sup>E</sup> (Core 238)

PERFORMANCE (Cha. Core 250) Perform � Trained Earn Income<sup>D</sup> (Core 236)

RELIGION (Wis, Core 250) Recall Knowledge �� (Core 238) **Frained** Decipher Writing<sup>E</sup> (Core 234), Identify Magic<sup>E</sup> (Core 238), Learn a Spell<sup>E</sup> (Core 238)

Society (Int, Core 250) Recall Knowledge I (Core 238), should be adjusted accordingly. Subsist<sup>D</sup> (Core 240)

**Trained** Create Forgery<sup>D</sup>, Decipher Writing<sup>E</sup> (Core 234) STEALTH (Dex, Core 251) Conceal an Object �, Hide �, Sneak 🚸

SURVIVAL (Wis, Core 252) Sense Direction<sup>E</sup>, Subsist<sup>D</sup> (Core 240) **Trained** Cover Tracks<sup>E</sup>, Track<sup>E</sup>

HIEVERY (Dex. Core 253) Palm an Object �. Steal � **Trained** Disable a Device **>>**, Pick a Lock **>>** 

C	ORE 23	<b>SIMPLE DCS</b>	
		Rank	
		Untrained	

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

6th 7th 8th 10th\* h-level spells are usually uncommon or rare, so their difficulty

Spell Level DC

1st

**DC ADJUSTMENTS** CORE SO4 Adiustment Incredibly easy Very easy Hard (uncommon) Incredibly hard (unique)

# Core 503 Specific Skill DCs

**CRAFT** Use a DC of the item's level, adjusted for rarity.

**EARN INCOME TASKS** The task level is typically the settlement's evel, and its DC uses the task level. Typical levels: village 0–1, town 2–4, city 5–7.

**GATHER** INFORMATION Set a simple DC based on the notoriety of the subject; adjust upward if the character seeks in-depth information

**DENTIFY MAGIC OR LEARN A SPELL** Use the DC for the spell or item's level, adjusted by rarity; use the incredibly hard adjustment for cursed items.

**RECALL KNOWLEDGE** Set a simple DC: if the character tries again for more knowledge, adjust the DC one step higher each time until they fail or attempt an incredibly hard check. **SENSE DIRECTION** Pick a simple DC: trained in normal wilderness, expert in deep forest/underground, master or legendary in weird/surreal environments.

**SOCIAL SKILLS** Use Will DC if known; if not, improvise a level. **TRACK** Select a simple DC, or a Survival DC if the quarry Covers Tracks.

# CREATURE IDENTIFICATION CORE 506

Use the creature's level, adjusted for rarity and fame. Success recalls a well-known attribute: critical success adds something more subtle.

	8				
	Creature Trait	Skills			
	Aberration	Occultism			
	Animal	Nature			
	Astral	Occultism			
	Beast	Arcana, Nature			
1	Celestial	Religion			
	Construct	Arcana, Crafting			
	Dragon	Arcana			
/	Elemental	Arcana, Nature			
	Ethereal	Occultism			
	Fey	Nature			
	Fiend	Religion			
	Fungus	Nature			
	Humanoid	Society			
	Monitor	Religion			
	Ooze	Occultism			
	Plant	Nature			
	Spirit	Occultism			
	Undead	Religion			

# **DETECTING CREATURES**

**UBSERVED** A creature you're observed by knows where you are and can target you normally.

**CONCEALED** A creature that you're concealed from must succeed at a DC 5 flat check when targeting you with a calculate damage as though the fall were 20 feet shorter, 30 non-area effect.

HIDDEN A creature you're hidden from knows the space you're in. It is flat-footed to you, and must succeed at a DC 11 flat check to affect you. You can Hide to become hidden, and Seek to find hidden creatures.

**UNDETECTED** When you are undetected by a creature, it's flat-footed to you, can't see you, has no idea what space you occupy, and can't target you. It can try to guess your square by picking a square and attempting an attack. This Wall works like targeting a hidden creature, but the flat check Crumb and attack roll are rolled in secret by the GM.

**UNNOTICED** A creature you're unnoticed by is totally unaware of your presence.

**NVISIBLE** You're undetected by everyone. You can't become observed while invisible except via special abilities or magic.

# **EXPLORATION ACTIVITIES**

You must move at half speed to use any of these activities. **AVOID NOTICE** Use Stealth to avoid being noticed.

**DEFEND** Raise a Shield before your first turn begins. **DETECT MAGIC** (concentrate) Detect magic at regular intervals. **Structure** FOLLOW THE EXPERT (audible, concentration, visual) Gain Stuck d ponus with a skill from an expert ally. Add your level if Except untrained, and get +2 circumstance bonus (+3 if ally is Lift woo master, +4 if ally is legendary).

**HUSTLE** Move at double Speed for up to Con × 10 minutes Bend me (minimum 10 minutes).

**INVESTIGATE** (concentrate) Use Recall Knowledge to

- **REPEAT A SPELL** (concentrate) Repeatedly cast the same spell, or continue Activation or 10 feet
- (concentrate) Party members get circumstance bonus to their initiative

**EARCH** (concentrate) Seek for hidden door and hazards.



# CORF 465 FALLING DAMAGE

Wooder

CORE 479 Wood Iron

**DNVI** Categor

When you fall more than 5 feet, take bludgeoning damage equal to half the distance you fell. If you take any damage, you land prone. If you fall into water or a soft substance if you intentionally dove in (up to the depth of the substance).

CTURES		CORE S1S
	Climb DC	Hardness, HP (BT)
	20	10, 40 (20)
	30	14, 56 (28)
rced wood	15	15, 60 (30)
	30	18, 72 (36)
	Climb DC	Hardness, HP (BT)
ling masonry	15	10, 40 (20)
n slats	15	10, 40 (20)
ry	20	14, 56 (28)
stone	30	14, 56 (28)
	40	18, 72 (36)
lis	Climb DC	Hardness, HP (BT)
	10	10, 40 (20)
	10	18, 72 (36)

E OPEN		CORE S1S
ire	Force Open DC	
loor or window	15	
onally stuck	20	
oden portcullis	20*	
n portcullis	30*	
etal bars	30	
Thiovory DC of the	locking mechanism if it's	higher

\* Use the Thievery DC of the locking mechanism if it's higher.

TRAVE	SPEED		Core 479
Speed	Feet per Minute	Miles per Hour	Miles per Day
10 feet	100	1	8
15 feet	150	1-1/2	12
20 feet	200	2	16
25 feet	250	2-1/2	20
30 feet	300	3	24
35 feet	350	3-1/2	28
40 feet	400	4	32

RONME	NTAL DAMAGE	Core 512
ry	Damage	
	1d6-2d6	
ate	4d6-6d6	
	8d6-12d6	
е	18d6-24d6	

CORE 463	<b>XP</b> Awards		Core 508
ng damage	Accomplishment	XP Award	
ny damage,	Minor	10 XP	
substance, shorter, 30 substance).	Moderate*	30 XP	
	Major*	80 XP	
	* Typically awards a H	lero Point as well.	

Adversary or Hazard Level	XP for Simple Hazard	XP for Creature or Complex Hazard
Party level – 4	2 XP	10 XP
Party level - 3	3 XP	15 XP
Party level – 2	4 XP	20 XP
Party level – 1	6 XP	30 XP
Party level	8 XP	40 XP
Party level + 1	12 XP	60 XP
Party level + 2	16 XP	80 XP
Party level + 3	24 XP	120 XP
Party level + 4	32 XP	160 XP

ENCOUNTER BUDGET		Core 489
Difficulty	XP Budget	Character Adjustment
Trivial	40 or less	10 or less
Low	60	15
Moderate	80	20
Severe	120	30
Extreme	160	40

### **ELITE ADJUSTMENT**

### BESTIARY

- Add 2 to AC, attack bonus, DCs, saves, Perception, and skills
- Add 2 to damage for Strikes and offensive abilities, or 4 for abilities that can be used only a limited number of times.
- Increase HP using this table:

Starting Level	HP Increase	
1 or lower	10	
2-4	15	
5–19	20	
20+	30	

### WEAK ADJUSTMENT

### BESTIARY

- Subtract 2 from AC, attack bonus, DCs, saves, Perception, and
- Subtract 2 from damage for Strikes and offensive abilities, o 4 for abilities that can be used only a limited number of times.
- Decrease HP using this table:

Starting Level	HP Decrease	
1-2	10	
3–5	15	
6-20	20	
21+	30	



By Ekaterina Burmak