

PATHFINDER®

ATTACK-TRAIT ACTIONS

Actions with the ATTACK trait trigger the multiple-attack penalty

Disarm	❖	Roll Athletics versus Reflex DC	AGILE	ATTACK
Escape	❖	Roll Unarmed attack , Athletics or Acrobatics v Effect DC	ATTACK	
Force open	❖	Roll Athletics versus Force open DC	ATTACK	
Grapple	❖	Roll Athletics versus Fortitude DC	AGILE	ATTACK
Reposition	❖	Roll Athletics versus Fortitude DC	AGILE	ATTACK
Shove	❖	Roll Athletics versus Fortitude DC	AGILE	ATTACK
Strike	❖	Roll Attack modifier versus Armor class	ATTACK	PLUS OTHER TRAITS FROM WEAPON
Trip	❖	Roll Athletics versus Reflex DC	AGILE	ATTACK

IMPOSE A PENALTY ON AN ENEMY

Bon Mot	❖	Roll Diplomacy versus Will DC	AUDITORY	CONCENTRATE	EMOTION	LINGUISTIC	MENTAL	FEAT
Demoralise	❖	Roll Intimidation versus Will DC	AUDITORY	CONCENTRATE	EMOTION	FEAR	MENTAL	
Feint	❖	Roll Deception versus Perception DC	MENTAL					

HELPING AN ALLY

Aid (any action)	◆ + ↻	Roll Skill versus DC 15 or GM-set DC	TRAITS SET BY GM	
Battle medicine	◆	Roll Medicine versus Treat Wounds DC	MANIPULATE	FEAT
First aid	◆◆	Roll Medicine versus 15 + Dying value or Effect DC	MANIPULATE	
Treat poison	◆	Roll Medicine versus Poison's DC	MANIPULATE	

DEFENSIVE ACTIONS

Avert gaze	❖	Gain +2 circumstance bonus to saves against visual abilities that require you to look at the creature or object
Parry	❖	Gain +1 circumstance bonus to AC if your weapon has the PARRY trait
Raise a shield	❖	Gain either +1 or +2 circumstance bonus to AC, depending on your shield type
Shield block	↻	Trigger: After you would take damage from a physical attack, use your shield to absorb damage
Take cover	❖	Gain either +2 or +4 circumstance bonus to AC, depending on available cover

PERCEPTION & STEALTH

Create a diversion	❖	Roll Deception versus Perception DC	AUDITORY	MANIPULATE	LINGUISTIC	*varies
Hide	❖	Roll Stealth versus Perception DC	SECRET			
Point out	❖	You indicate a creature that you can see to allies	AUDITORY	MANIPULATE	VISUAL	
Seek	❖	Roll Perception versus Stealth DC	CONCENTRATE	SECRET		
Sense motive	❖	Roll Perception versus Deception DC	CONCENTRATE	SECRET		
Sneak	❖	Roll Stealth versus Perception DC	MOVE	SECRET		

OTHER ACTIONS

Ability	Icon	Effect	Category	Other
Activate	🔮 or 🔄	Either Command, Envision, Interact or Cast a spell	AUDITORY	MANIPULATE, LINGUISTIC *traits vary
Command animal	🔮	Roll Nature versus animal's Will DC	AUDITORY	CONCENTRATE
Delay	📅	Return to the initiative order later, as a free action		
Disable device	🔮🔮+	Roll Thievery versus devices's DC	MANIPULATE	
Interact	🔮	Varied uses. GM might require a skill check	MANIPULATE	
Perform	🔮	Roll Performance versus GM-set DC	CONCENTRATE	PLUS OTHER APPLICABLE TRAITS
Pick a lock	🔮🔮+	Roll Thievery versus lock's DC	MANIPULATE	
Ready	🔮🔮/🔄	Choose a single action and designate a trigger	CONCENTRATE	
Recall Knowledge	🔮	Roll Skill versus Recall Knowledge DC	CONCENTRATE	SECRET
Release	📅	You release something you're holding in your hand	MANIPULATE	*does not trigger reactions
Request	🔮	Roll Diplomacy versus GM-set DC . Friendly targets only	AUDITORY	CONCENTRATE, LINGUISTIC, MENTAL

MOVEMENT ACTIONS

Actions with the **MOVE** trait often trigger reactions, and cannot be taken when *immobilized*

Balance	❖	Roll Acrobatics versus environment's Balance DC	MOVE	
Climb	❖	Roll Athletics versus environment's Climb DC	MOVE	
Crawl	❖	Move 5 feet whilst remaining prone	MOVE	
Drop prone	❖	You gain the prone condition	MOVE	
Grab an edge	↪	Roll Reflex versus environment's Climb DC	MOVE	
High jump	❖❖	Roll Athletics versus DC 30 to increase leap height	MOVE	
Fly	❖	Airborn creatures must use one fly action per turn or fall	MOVE	
Leap	❖	Leap 10 (or 15ft) horizontally without a roll	MOVE	
Long jump	❖❖	Roll Athletics versus DC distance in feet	MOVE	
Mount /dismount	❖	Mount or dismount an adjacent willing creature	MOVE	
Sneak	❖	Roll Stealth versus Perception DC	MOVE	SECRET
Stand	❖	You stand up from prone	MOVE	
Step	❖	You move 5 feet without triggering reactions	MOVE	*Does not trigger reactions
Stride	❖	You move up to your movement speed	MOVE	
Swim	❖	Roll Athletics versus water's Swim DC	MOVE	
Tumble through	❖	Roll Acrobatics versus enemy's Reflex DC	MOVE	

MAGICAL ACTIONS

Activate	❖ or ↻	Either Command, Envision, Interact or Cast a spell	AUDITORY	MANIPULATE	LINGUISTIC	*traits vary
Cast a spell	❖++	Cast a spell from your repertoire	CONCENTRATE	MANIPULATE		
Dismiss	❖	End a spell or item effect that you are allowed to dismiss	CONCENTRATE			
Identify spell	❖	Roll Arcana, Nature, Occultism or Religion versus Spell DC	CONCENTRATE	SECRET		
Recognize spell	↻	Roll Arcana, Nature, Occultism or Religion versus Spell DC	FEAT			
Sustain	❖	Sustain a spell or other effect	CONCENTRATE			
Trick magic item	❖	Roll Skill versus Item DC	MANIPULATE	FEAT		

EXPLORATION: ONGOING ACTIVITIES

These are actions you perform continually when exploring. They can affect the start of combat.

Avoid notice	Roll Stealth for Initiative, & versus enemy's Perception DC	EXPLORATION			
Cover tracks	Trackers roll their Survival versus your Survival DC	CONCENTRATE	EXPLORATION	MOVE	
Defend	Start combat with your shield raised	EXPLORATION			
Detect magic	You cast Detect magic at regular intervals	CONCENTRATE	EXPLORATION		
Follow the expert	Roll Skill with bonus based on expert's proficiency	AUDITORY	CONCENTRATE	EXPLORATION	VISUAL
Hustle	Move at double speed for 10mins x Constitution bonus	EXPLORATION	MOVE		
Investigate	Roll Recall Knowledge checks whilst exploring	CONCENTRATE	EXPLORATION		
Repeat a spell	Repeatedly cast a cantrip to ensure it is always active	CONCENTRATE	EXPLORATION		
Scout	Every creature in your party gets +1 Initiative	CONCENTRATE	EXPLORATION		
Search	Continually Seek for hazards and secret doors and objects	CONCENTRATE	EXPLORATION		
Track	Roll Survival versus GM-set DC	CONCENTRATE	EXPLORATION	MOVE	

DEGREES OF DETECTION

Unnoticed	The creature has no idea you are present
Undetected	The creature knows you are present, but doesn't know your location
Hidden	The creature knows which square you are in, but can't see you. Attacks require a DC 11 flat check.
Observed	You are in clear view
Concealed	The creatures view of you is slightly obscured but not physically blocked. Attacks require a DC 5 flat check.