

PATHFINDER 2E REMASTER ACTIONS & ACTIVITIES CHEAT SHEET

LEGEND

One Action	Two Actions	Three Actions	Free Action	Reaction
A Attack	Au Auditory	C Concentrate	D Downtime	De Detection
E Exploration	Em Emotion	F Fortune	Fe Fear	H Healing
L Linguistic	M Move	Ma Manipulate	Me Mental	S Secret Check
T Trained Action	V Visual			

BASIC ACTIONS (COMMON)

Stride ^M	Move up to your Speed.
Strike ^A	Attack with a weapon or unarmed attack.
Cast a Spell , , , , or	Cast a spell you have prepared, or that is in your repertoire.
Step ^M	Carefully move 5 feet without triggering move-based reactions.
Raise a Shield	Put up a shield to get its bonus to AC.
Interact ^{Ma}	• Draw, put away, or swap an item. • Pick up an item from the ground. • Pass off or take a held item from a willing creature. • Detach a shield. • Change your grip. • Retrieve a stowed item.
Release ^{Ma}	Release something you're holding, without triggering reactions.

BASIC ACTIONS (SITUATIONAL)

Avert Gaze	Gain a bonus to saves against visual abilities that require you to look at a creature or object, until the start of your next turn. (+2 Circumstance Bonus)
Drop Prone ^M	Fall prone.
Crawl ^M	Move 5 feet by crawling and continue to stay prone.
Stand ^M	Stand up from prone.
Escape ^A	Attempt to escape from being grabbed, immobilized, or restrained. (Unarmed attack modifier/Acrobatics Check/Athletics Check)
Grab an Edge ^{Ma}	Try to catch an edge to stop a fall. (Acrobatics Check/Reflex Save vs. Climb DC)
Leap ^M	• Jump horizontally 10 feet; 15 feet if your Speed is at least 30 feet. • Jump vertically 3 feet and horizontally 5 feet.
Point Out ^{Au, Ma, V}	Indicate a creature that you can see to one or more allies, gesturing in a direction and describing the distance verbally.
Seek ^{C, S}	Scan an area for signs of creatures, objects, secret doors, or hazards. (Perception Check vs. Stealth DC)
Sense Motive ^{C, S}	Try to tell whether a creature's behavior is abnormal.

BASIC ACTIONS (UNCOMMON)

Activate an Item , , , , or	Call forth the effect of an item by properly activating it. This takes a variable number of actions, as listed in the item's stat block.
Aid +	Spend an Action to Prepare to Help, then use a Reaction to try to help your ally with a task. (DC 15, typically)
Delay	Permanently change your Initiative to a new position in the order.
Dismiss ^C	End an effect that states you can Dismiss it.
(Dis)Mount ^M	Move onto a willing creature and ride it, or dismount it.
Ready ^C	Prepare to take a single/free action as a reaction with a given trigger.
Sustain a Spell ^C	Extend one spell, that has a sustained duration or lists a special benefit when you Sustain it, until the end of your next turn.
Sustain an Activation ^C	Extend one magic item activation, that has a sustained duration or lists a special benefit when you Sustain it, until the end of your next turn.
Take Cover	Gain standard cover. (+2 AC) If you have standard cover, you instead gain greater cover. (+4 AC)

HERO POINTS

Reroll a Check ^F	Spend 1 Hero Point to reroll a check. You must use the second result.
Heroic Recovery	Spend all your Hero Points (minimum 1) to lose the Dying Condition. Stabilize with 0 HP. Do not gain nor increase the Wounded Condition.

SKILL ACTIONS

Acrobatics	Balance ^M 	Move across a narrow surface or uneven ground. (vs. Balance DC)
	Tumble Through ^M 	Stride up to your Speed through the space of one enemy. (vs. Reflex DC)
	Maneuver in Flight ^{M,T} 	Try a difficult maneuver while flying.
Arcana	Recall Knowledge ^{C,S} 	Try to remember a bit of knowledge.
	Climb ^M 	Move up to 5 feet up, down, or across an incline.
Athletics	Force Open ^A 	Attempt to forcefully open a door, window, container or heavy gate.
	Grapple (attack) 	Attempt to grab a creature or object with your free hand. (vs. Fortitude DC)
	High Jump ^M 	Stride, then attempt to jump vertically. Must Stride at least 10 feet, or you automatically fail. (DC 30, typically)
	Long Jump ^M 	Stride, then attempt to make a long jump in the direction you were Striding. Must Stride at least 10 feet, or you automatically fail. (DC 15, typically)
	Reposition ^A 	Muscle a creature or object around. (vs. Fortitude DC)
	Shove ^A 	Push a creature away from you. (vs. Fortitude DC)
	Swim ^M 	Move up to 10 feet through water. Increase the maximum possible distance by 5 feet every 20 feet of Speed above 20 feet.
	Trip ^A 	Try to knock a creature to the ground. (vs. Reflex DC)
	Disarm ^{A,T} 	Try to knock an item out of a creature's grasp. (vs. Reflex DC)
Crafting	Recall Knowledge ^{C,S} 	Try to remember a bit of knowledge.
Deception	Create a Diversion ^{Me} 	Attempt to create a diversion that draws creatures' attention elsewhere. (vs. Perception DC)
	Lie ^{Au,C,Li,Me,S}	Try to fool someone with an untruth. Doing so takes at least 1 round or longer. (vs. Perception DC)
	Feint ^{Me,T} 	With a misleading flourish, you leave an opponent unprepared for your real attack. (vs. Perception DC)

Diplomacy	Request ^{Au,C,Li,Me} 	Make a request of a creature that's friendly or helpful.
Intimidation	Demoralize ^{Au,C,Em,Fe,Me} 	Attempt to shake an enemy's resolve. (vs. Will DC)
Lore	Recall Knowledge ^{C,S} 	Try to remember a bit of knowledge.
	Administer First Aid ^{Ma} 	Attempt to Stabilize or Stop Bleeding an adjacent creature. If both, choose one.
	Recall Knowledge ^{C,S} 	Try to remember a bit of knowledge.
Medicine	Treat Poison ^{Ma,T} 	Treat a patient to prevent the spread of poison.
	Command an Animal ^{Au,C} 	Issue an order to an animal. (vs. Will DC)
Nature	Recall Knowledge ^{C,S} 	Try to remember a bit of knowledge.
	Recall Knowledge ^{C,S} 	Try to remember a bit of knowledge.
Occultism	Recall Knowledge ^{C,S} 	Try to remember a bit of knowledge.
Performance	Perform ^C 	Use in conjunction when you want to prove your capability or impress someone quickly.
Religion	Recall Knowledge ^{C,S} 	Try to remember a bit of knowledge.
Society	Recall Knowledge ^{C,S} 	Try to remember a bit of knowledge.
Stealth	Conceal an Object ^{Ma,S} 	Hide a small object (of light bulk) on your person. (vs. Perception DC)
	Hide ^S 	Huddle behind cover or greater cover or deeper into concealment to become hidden. (vs. Perception DC)
	Sneak ^{M,S} 	Attempt to Stride up to half your Speed to another place while becoming or staying undetected. (vs. Perception DC)
Thievery	Palm an Object ^{Ma} 	Attempt to pick up a small, unattended object and try not to be noticed. (vs. Perception DC)
	Steal ^{Ma} 	Try to take a small object from another creature without being noticed. (vs. Perception DC)
	Disable a Device ^{Ma,T} 	Attempt to disarm a trap or another complex device. (Situational: thieves' toolkit)
	Pick a Lock ^{Ma,T} 	As Disable a Device, but DC is determined by complexity and construction of the lock. (Requires thieves' toolkit)

GENERAL EXPLORATION ACTIVITIES

<u>Avoid Notice</u> ^E	Move at half speed. (Stealth Check vs. Perception DC; use Stealth for Initiative)
<u>Defend</u> ^E	Move at half your travel speed with your shield raised. If combat breaks out, you gain the benefits of “Raising a Shield” before your first turn begins.
<u>Detect Magic</u> ^{C,De,Ma} 	Send out a pulse that registers the presence of magic.
<u>Follow the Expert</u> ^{Au,C,E,V}	Match an ally’s tactic or attempt similar skill checks. Ally must be an Expert in that skill and must be willing to provide assistance.
<u>Hustle</u> ^{E,M}	Move at double your travel speed equal to your Constitution modifier × 10 minutes (minimum 10 minutes). Groups use lowest Constitution modifier among everyone.
<u>Investigate</u> ^{C,E,S}	Seek out information about your surroundings while traveling at half speed. Use the Recall Knowledge Action at GM’s discretion.
<u>Refocus</u> ^{C,E}	Spend 10 minutes performing deeds to restore your magical connection. This restores 1 Focus Point to your focus pool.
<u>Repeat a Spell</u> ^{C,E}	Repeatedly cast the same spell while moving at half speed. Typically, this spell is a cantrip.
<u>Scout</u> ^{C,E}	Scout ahead and behind the group to watch danger, moving at half speed. (+1 to party’s Initiative rolls at the start of the next encounter)
<u>Search</u> ^{C,E,S}	Seek meticulously for hidden doors, concealed hazards, and so on at half speed or slower for more thorough searches.

DOWNTIME ACTIVITIES

<u>Craft</u> ^{D,Ma}	Make an item from raw materials. (Crafting Check)
<u>Create Forgery</u> ^{D,S}	Create a forged document. (Society Check)
<u>Earn Income</u> ^{D,T}	Use one of your skills to make money during downtime. (Crafting, Lore, Performance, or others Check)
<u>Long Term Rest</u> ^D	Spend a full 24-hour period resting. Recover double what you would for an 8-hour rest.
<u>Retraining</u> ^D	Retrain feats, skills, and some select class features.
<u>Subsist</u> ^D	Try to provide food and shelter for yourself, and possibly others as well, with a standard of living described in Chapter 6 of Player Core. (Society, or Survival Check)
<u>Treat Disease</u> ^{D,MA}	Spend at least 8 hours caring for a diseased creature. (Medicine Check)

SKILL EXPLORATION ACTIVITIES

<u>Borrow an Arcane Spell</u> ^{C,E}	Attempt to prepare a spell from someone else’s arcane spellbook, arcane witch familiar, or the like. Must be an arcane spellcaster who prepares spells. (Arcana Check vs. DC based on spell rank and rarity)
<u>Coerce</u> ^{Au,C,Em,E,L,Me}	With threats either veiled or overt, you attempt to bully a creature into doing what you want. (Intimidation Check vs. Will DC)
<u>Cover Tracks</u> ^{C,E,M,T}	Move half your travel Speed, using the rules in Chapter 8 of GM Core. (Survival Check vs. your Survival DC)
<u>Decipher Writing</u> ^{C,E,S,T}	Attempt to decipher complicated writing or literature on an obscure topic. (Arcana, Occultism, Religion, or Society Check)
<u>Gather Information</u> ^{E,S}	Canvass local markets, taverns, and gathering places in an attempt to learn about a specific individual or topic. (Diplomacy Check)
<u>Identify Alchemy</u> ^{C,E,S,T}	Identify the nature of an alchemical item with 10 minutes of testing. (Requires alchemist’s toolkit)
<u>Identify Magic</u> ^{C,E,S,T}	Once an item, location, or ongoing effect is discovered to be magical, spend 10 minutes to try to identify the particulars of its magic. (Arcana, Nature, Occultism, or Religion Check)
<u>Impersonate</u> ^{C,E,Ma,S}	Create a quick, simple disguise to pass yourself off as someone or something you are not. A convincing disguise takes 10 minutes and requires a disguise kit. (Perception Check vs. your Deception DC)
<u>Learn a Spell</u> ^{C,E,T}	Gain access to a new spell of your tradition. If you can cast spells of multiple traditions, you can Learn a Spell of any of those traditions. (Arcana, Nature, Occultism, or Religion Check)
<u>Make an Impression</u> ^{Au,C,E,L,Me}	With at least 1 minute of conversation, seek to make a good impression on someone to make them temporarily agreeable. (Diplomacy Check vs. Will DC)
<u>Repair</u> ^{E,Ma}	Attempt to fix a damaged item, placing the item on a stable surface. (Requires repair toolkit with both hands; Crafting Check)
<u>Sense Direction</u> ^{E,S}	Stay oriented in the wild. (Survival Check; -2 if no compass)
<u>Squeeze</u> ^{E,M,T}	Squeeze through an exceptionally small space. (Acrobatics Check)
<u>Track</u> ^{C,E,M,T}	Follow tracks, moving at up to half your travel Speed, using the rules in Chapter 8 of GM Core. (Survival Check)
<u>Treat Wounds</u> ^{E,H,Ma,T}	Spend 10 minutes treating one injured living creature. You may target yourself, if you so choose. (Medicine Check)

CRITICAL SPECIALIZATION EFFECTS

Axe	Choose one creature adjacent to the initial target and within reach. If its AC is lower than your attack roll result for the critical hit, you deal damage to that creature equal to the result of the weapon damage die you rolled (before doubling; without bonuses).
Bomb	Increase the radius of the bomb’s splash damage (if any) to 10 feet.
Bow	If the target of the critical hit is adjacent to a surface, it gets stuck to that surface by the missile. The target is immobilized, and must spend an Interact action to attempt to pull the missile free. (DC 10 Athletics Check)
Brawling	Target is Slowed 1 until the end of your next turn. (Fortitude save vs. your class DC)
Club	Knock the target away from you up to 10 feet in a direction of your choice. This is a forced movement.
Crossbow	Target takes 1d8 persistent bleed damage + the weapon’s item bonus to attack rolls.
Dart	Target takes 1d6 persistent bleed damage + the weapon’s item bonus to attack rolls.
Flail	Target is knocked prone. (Reflex save vs. your class DC)
Hammer	Target is knocked prone. (Fortitude save vs. your class DC)
Knife	Target takes 1d6 persistent bleed damage + the weapon’s item bonus to attack rolls.
Pick	Target takes 2 additional damage per weapon damage die.
Polearm	Target is moved 5 feet in a direction of your choice. This is a forced movement.
Shield	You forcefully knock the target back from you 5 feet. This is a forced movement.
Sling	Target is Stunned 1. (Fortitude save vs. your class DC)
Spear	Target is Clumsy 1 until the start of your next turn.
Sword	Target is made off-balance by your attack, becoming off-guard until the start of your next turn.

WEAPON TRAITS

Agile	The MAP on the 2 nd and 3 rd attacks with this weapon are –4 and –8, respectively.
Backstabber	When you hit a flat-footed creature, this weapon deals an extra 1 precision damage.
Deadly	On a critical hit, the weapon adds a die of the listed size.
Disarm	You can use this weapon to Disarm with the Athletics skill even if you don’t have a free hand. This uses the weapon’s reach and adds the weapon’s item bonus. If you fumble a check to Disarm with the weapon, you can drop the weapon to treat it as a normal failure. On a critical success, you still need a free hand if you want to take the item.
Finesse	You can choose to use Dexterity on attack rolls with this weapon.
Forceful	When you attack with this weapon more than once on your turn, the 2nd attack adds a circumstance bonus to damage equal to the number of weapon dice, and each attack after that adds a circumstance bonus to damage equal to double the number of weapon dice.
Propulsive	You can add 1/2 your Strength modifier on damage rolls with this weapon.
Shove	You can use this weapon to Shove with the Athletics skill even if you don’t have a free hand. This uses the weapon’s reach and adds the weapon’s item bonus. If you critically fail a check to Shove using the weapon, you can drop the weapon to treat it as a normal failure.
Sweep	When you attack with this weapon, gain a +1 circumstance bonus on your attack roll if you already attempted an attack this turn against a different creature from your target.
Thrown	You can throw this weapon as a ranged attack. Add your Strength modifier to damage.
Two-Hand	This weapon can be wielded with two hands, changing its damage die to the indicated value.
Versatile	A versatile weapon can be used to deal an alternate damage type listed.