

## CONDITIONS

**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).

**CLUMSY** Take a status penalty equal to your clumsy value to Dexterity-based checks and DCs.

**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 checks and DCs.

**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.

## CORE 618

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.

**PRONE** 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. If you Cast a Spell, it's disrupted unless you succeed at a flat check (DC = 5 + value).

## 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 flat-footed while Climbing.

## COVER

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.

## 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.

## 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 dying 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.

**DOOMED** 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 WOUNDS

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 against a higher DC is optional.			

## ENVIRONMENTAL DAMAGE

Category	Damage
Minor	1d6–2d6
Moderate	4d6–6d6
Major	8d6–12d6
Massive	18d6–24d6

## TRAVEL SPEED

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

## SIMPLE DCs

Rank	DC
Untrained	10
Trained	15
Expert	20
Master	30
Legendary	40

## DCs BY LEVEL

Level	DC	Level	DC	Spell Level	DC
0	14	13	31	1st	15
1	15	14	32	2nd	18
2	16	15	34	3rd	20
3	18	16	35	4th	23
4	19	17	36	5th	26
5	20	18	38	6th	28
6	22	19	39	7th	31
7	23	20	40	8th	34
8	24	21	42	9th	36
9	26	22	44	10th*	39
10	27	23	46		
11	28	24	48		
12	30	25	50		

\* 10th-level spells are usually uncommon or rare, so

their difficulty should be adjusted accordingly.

## DC ADJUSTMENTS

Difficulty	Adjustment
Incredibly easy	–10
Very easy	–5
Easy	–2
Hard (uncommon)	+2
Very hard (rare)	+5
Incredibly hard (unique)	+10

## STRUCTURES

Door	Climb DC	Hardness, HP (BT)
Wood	20	10, 40 (20)
Stone	30	14, 56 (28)
Reinforced wood	15	15, 60 (30)
Iron	30	18, 72 (36)
Wall	Climb DC	Hardness, HP (BT)
Crumbling masonry	15	10, 40 (20)
Wooden slats	15	10, 40 (20)
Masonry	20	14, 56 (28)
Hewn stone	30	14, 56 (28)
Iron	40	18, 72 (36)
Portcullis	Climb DC	Hardness, HP (BT)
Wood	10	10, 40 (20)
Iron	10	18, 72 (36)

## FORCE OPEN

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 higher.	

## CREATURE NUMBERS

You can use the following table to improvise a monster without creating a stat block. Most of these use the high numbers from the *Gamemastery Guide*.

Creature Level	Skill	AC	High	Saves/Perception		Low	HP	Strike	Spell DC and Attack
				Moderate					
–1	+5	15	+8	+5	+2	9	+8 for 1d4+1	16/+8	
0	+6	16	+9	+6	+3	18	+8 for 1d6+2	16/+8	
1	+7	16	+10	+7	+4	25	+9 for 1d6+3	17/+9	
2	+8	18	+11	+8	+5	38	+11 for 1d10+4	18/+10	
3	+10	19	+12	+9	+6	55	+12 for 1d10+6	20/+12	
4	+12	21	+14	+11	+8	75	+14 for 2d8+5	21/+13	
5	+13	22	+15	+12	+9	95	+15 for 2d8+7	22/+14	
6	+15	24	+17	+14	+11	120	+17 for 2d8+9	24/+16	
7	+17	25	+18	+15	+12	145	+18 for 2d10+9	25/+17	
8	+18	27	+19	+16	+13	170	+20 for 2d10+11	26/+18	
9	+20	28	+21	+18	+15	195	+21 for 2d10+13	28/+20	
10	+22	30	+22	+19	+16	220	+23 for 2d12+13	29/+21	
11	+23	31	+24	+21	+18	245	+24 for 2d12+15	30/+22	
12	+25	33	+25	+22	+19	270	+26 for 3d10+14	32/+24	
13	+27	34	+26	+23	+20	295	+27 for 3d10+16	33/+25	
14	+28	36	+28	+25	+22	320	+29 for 3d10+18	34/+26	
15	+30	37	+29	+26	+23	345	+30 for 3d12+17	36/+28	
16	+32	39	+30	+28	+25	370	+32 for 3d12+18	37/+29	
17	+33	40	+32	+29	+26	395	+33 for 3d12+19	38/+30	
18	+35	42	+33	+30	+27	420	+35 for 3d12+20	40/+32	
19	+37	43	+35	+32	+29	445	+36 for 4d10+20	41/+33	
20	+38	45	+36	+33	+30	470	+38 for 4d10+22	42/+34	

## ELITE ADJUSTMENT

- +2 to AC, attack bonus, DCs, saves, Perception, skills.
- +2 to damage for Strikes and offensive abilities, or +4 to abilities that can be used 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

- 2 to AC, attack bonus, DCs, saves, Perception, skills.
- 2 to damage for Strikes and offensive abilities, or –4 to abilities that can be used 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

## FORCE OPEN

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 higher.	

## GMG 56

## HAZARD NUMBERS

You can use the following table to improvise a hazard without creating a stat block. Most of these use the high numbers from the *Gamemastery Guide*.

Level	Stealth or Disable DC	AC	Saves		Hardness, HP (BT)	Attack	Damage	DC
			Low	High				
–1	15/18	15	+8	+2	3, 12 (6)	+10	2d4+1	16/19
0	16/19	16	+9	+3	4, 16 (8)	+11	2d6+3	16/19
1	17/20	16	+10	+4	6, 24 (12)	+13	2d6+5	17/20
2	18/21	18	+11	+5	8, 32 (16)	+14	2d10+7	18/22
3	20/23	19	+12	+6	11, 44 (22)	+16	2d10+13	20/23
4	22/25	21	+14	+8	12, 48 (24)	+17	4d8+10	21/25
5	23/26	22	+15	+9	13, 52 (26)	+19	4d8+14	22/26
6	25/28	24	+17	+11	14, 56 (28)	+20	4d8+18	24/27
7	27/30	25	+18	+12	15, 60 (30)	+22	4d10+18	25/29
8	28/31	27	+19	+13	16, 64 (32)	+23	4d10+22	26/30
9	30/33	28	+21	+15	17, 68 (34)	+25	4d10+26	28/32
10	32/35	30	+22	+16	18, 72 (36)	+26	4d12+26	29/33
11	33/36	31	+24	+18	20, 80 (40)	+28	4d12+30	30/34
12	35/38	33	+25	+19	21, 84 (42)	+29	6d10+27	32/36
13	37/40	34	+26	+20	22, 88 (44)	+31	6d10+31	33/37
14	38/41	36	+28	+22	23, 92 (46)	+32	6d10+35	34/39
15	40/43	37	+29	+23	24, 96 (48)	+34	6d12+33	36/40
16	42/45	39	+30	+25	26, 104 (52)	+35	6d12+35	37/41
17	43/46	40	+32	+26	28, 112 (56)	+37	6d12+37	38/43
18	45/48	42	+33	+27	30, 120 (60)	+38	6d12+41	40/44
19	47/50	43	+35	+29	32, 128 (64)	+40	8d10+40	41/46
20	48/51	45	+36	+30	34, 136 (68)	+41	8d10+44	42/47

## VICTORY POINTS

### ACCUMULATING ROLLS

**Critical Success** The PCs gain 2 Victory Points.



# PATHFINDER®

