



ATTACK

STRIKE (CRB 471)

Target one creature within reach or within range.
Roll *attack roll* (CRB 446), **against** target's AC.

- ✓✓ as ✓ but deal double damage (CRB 451).
- ✓ deal damage (CRB 450).

ESCAPE (CRB 470)

Try escaping from being grabbed, immobilized or restrained.

Target 1 creature, object, hazard, or other effect
Roll using unarmed attack modifier
Against Athletics DC for grab, Thievery DC if tied up, spell DC or Escape DC.

- ✓✓ as success but then can stride up to 5 feet.
- ✓ get free and remove all 3 conditions imposed by target.
- XX not free and can't attempt Escape until your next turn.



MOVE

STRIDE (CRB 471)

Move up to your speed.

STEP (CRB 471)

Move 5 feet. Doesn't trigger AoO. Can't step into difficult terrain. Can use land Speed only.
Requirements Speed is at least 10 feet.

LEAP (CRB 470)

Careful short jump landing. Horizontal distances:

Your speed	Horizontal distance	Max gap
15-29	10 feet	5 feet
30+	15 feet	10 feet

Vertical leap: 3 feet vertically, 5 feet horizontally
 For greater distances use Athletics skill.

CRAWL (CRB 470)

Move 5 feet by crawling.
Requirements prone & Speed is at least 10 feet.



MOVE Acrobatics

TUMBLE THROUGH (CRB 240)

Stride up to your speed. Can try to move through the space of one enemy.

Roll acrobatics check

Against enemy's Reflex DC as soon as you try to enter enemy's space.

- ✓ move through enemy space it as difficult terrain. If you can't move past all enemy's space, you get failure.
- X movement ends; trigger reaction as if moved out of the square.

Balance (CRB 240)

Move across narrow surface with Acrobatics check.

- ✓✓ move up to your speed.
- ✓ move treating it as difficult terrain.
- X remain stationary or fall and end turn.
- XX fall and end turn.



MOVE Athletics

LONG JUMP (CRB 242)

Stride 10 feet and make horizontal leap in sdirection of stride. Automatic fail for incorrect stride. Can't leap farther than your speed.

Roll athletics check **against** total distance of leap (e.g. DC20 to leap 20 feet covering 15 feet gap).

- ✓ Leap to desired distance
- X Leap using default distance (see Leap action)
- XX as X, but also fall and land prone

HIGH JUMP (CRB 242)

Stride 10 feet and make vertical leap.

Roll athletics check **against** DC 30.

- ✓✓ 8 feet vertical + 5 feet horizontal or 5 feet vertical + 10 feet horizontal.
- ✓ increase vertical distance to 5 feet.
- X Leap using default distances.
- XX Can't leap and fall prone in your space.



ATTACK Athletics

GRAPPLE (CRB 242)

Attempt to grab or restrain opponent.

Requirements at least 1 free hand. The target cannot be more than one size larger than you.

Roll Athletics **against** Fortitude DC.

After success: *restrained* or *grabbed* condition imposed on target until the end of your next turn unless you move or your opponent escapes (CRB 470)

- ✓✓ opponent *restrained*.
- ✓ opponent *grabbed*.
- X fail to grab and stop imposing condition caused by earlier Grapple.
- XX your grabbed or restrained opponents break free. Your target can either grab you as if succeeded in Grapple, or force you to fall and land prone



ATTACK Athletics

SHOVE (CRB 243)

Push opponent away from you.

Requirements at least 1 free hand. The target cannot be more than one size larger than you.

Attempt to grab or restrain opponent.

Roll Athletics **against** Fortitude DC.

- ✓✓ push opponent up to 10 feet away. You can Stride after it but must move the same distance in the same direction.
- ✓ same as ✓✓ but only 5 feet push.
- XX fall and land prone

TRIP (CRB 243)

Knock an opponent to the ground.

Requirements same as for *SHOVE*.

Roll Athletics **against** Fortitude DC.

- ✓✓ target falls, lands prone, takes 1d6 B damage.
- ✓ target falls and lands prone.
- XX you fall and land prone.



ATTACK Athletics trained

DISARM (CRB 243)

Knock something out of an opponent's grasp.

Requirements at least 1 free hand. The target cannot be more than one size larger than you.

Roll Athletics **against** Reflex DC.

- ✓✓ knock the item out of the opponent's grasp. It falls to the ground in opponent's space
- ✓ you weaken the opponent's grasp on the item. Until the start of that creature's turn, attempts to Disarm the opponent of that item gain a +2 circumstance bonus, and the target takes a -2 circumstance penalty to attacks withthe item or other checks requiring a firm grasp on the item.
- XX you become flat-footed until the start of your next turn



MENTAL Deception

CREATE A DIVERSION (CRB 245)

Draw creatures' attention elsewhere.

Roll single Deception check.

Against Perception DC of target creatures.

With any result targets gain a +4 circumstance bonus to Perception DCs against your attempts to Create a Diversion for 1 minute.

- ✓ you become hidden to target's whose DC you've beaten. This lasts until the end of your turn or until you do anything except *Step* or use the *Hide* or the *Sneak* action. For Strikes creature remains flat-footed against that attack, and you then become observed. If you do anything else, you become observed just before you act.
- X you don't divert attention of creatures whose DC was not beaten and those creatures aware of your diversion attempt.



TAKE COVER (CRB 471)

Requirements You are benefiting from cover, are near a feature that allows you to take cover, or are prone.

You press yourself against a wall or duck behind an obstacle to take better advantage of cover (CRB 477). If you would have standard cover, you instead gain greater cover, which provides a +4 circumstance bonus to AC; to Reflex saves against area effects; and to Stealth checks to Hide, Sneak, or otherwise avoid detection. Otherwise, you gain the benefits of standard cover (a +2 circumstance bonus instead). This lasts until you move from your current space, use an attack action, become unconscious, or end this effect as a free action.



CONCENTRATE

READY (CRB 470)

You prepare to use an action that will occur outside your turn. Choose a single action or free action you can use, and designate a trigger. Your turn then ends. If the trigger you designated occurs before the start of your next turn, you can use the chosen action as a reaction (provided you still meet the requirements to use it). You can't Ready a free action that already has a trigger.

If you have a multiple attack penalty and your readied action is an attack action, your readied attack takes the multiple attack penalty you had at the time you used Ready. This is one of the few times the multiple attack penalty applies when it's not your turn.



DELAY (CRB 470)

Change your initiative.

Trigger Your turn begins.

The rest of your turn doesn't happen yet.

You're removed from the initiative order.

You can return to the initiative order as a free action triggered by the end of any other creature's turn. This permanently changes your initiative to the new position. You can't use reactions until you return to the initiative order. If you Delay an entire round, then the actions from the Delayed turn are lost, your initiative doesn't change.

When you Delay, any persistent damage or other negative effects that normally occur at the start or end of your turn occur immediately when you use the Delay action.

Any beneficial effects that would end at any point during your turn also end. The GM might determine that other effects end when you Delay as well.

Essentially, you can't Delay to avoid negative consequences that would happen on your turn or to extend beneficial effects that would end on your turn.



REACTIONS

AID (CRB 470)

Attempt to give ally a circumstance bonus to skill check or attack roll.

Trigger An ally is about to use an action that requires a skill check or attack roll.

Requirements The ally is willing to accept your aid, and you have prepared to help (usually with action during your turn).

Roll skill check or attack roll against DC20.

✓✓ +2 circumstance bonus to the triggering check. If you're a master with the check you attempted, the bonus is +3, if you're legendary, it's +4.

✓ +1 circumstance bonus to the triggering check.

XX -1 circumstance penalty to the triggering check.



SECRET

MOVE

Stealth

SNEAK* (CRB 252)

Move while becoming or staying undetected (CRB 623).

Requirements:

- start of movement: hidden or undetected by creatures. These creatures will be referred as "initial targets".
- end of movement: concealed from creatures or have cover against them (referred as "final targets")

Secret roll of Stealth **against** Perception DC of each "initial target" that is also "final target".

Special: if you started undetected and can't be observed by creature, then critical fails against this creature become fails instead, and you remain undetected by it even if you lose cover and concealment. Use cover bonuses but ignore extra from "Take cover"

✓ you are *undetected* by creature during and after move. You become observed if you do anything except Hide, Sneak, or Step. On Strike creature is flat-footed against that attack, and then you become observed. Creature can Seek you to make you *hidden*.

X you remain hidden but not undetected anymore

XX you are observed by creature during and after move. Note: special handling for "invisibility!"

* description is aggressively shortened! Please refer to CRB for exact wording!



SECRET

Stealth

CONCEAL AN OBJECT (CRB 251)

MANIPULATE

Hide a small object on your person or somewhere else.

Secret roll of Stealth **against** Perception DC.

If creature specifically searches for concealed object, then it rolls Perception against your Stealth DC.

HIDE (CRB 251)

Attempt to become *hidden* (CRB 620).

Requirements cover (CRB 477) or *concealed* (CRB 618).

Secret roll of Stealth **against** Perception DC of each creature.

✓ gain or retain *hidden* condition. If you lose cover and concealment then you become *observed* (CRB 621). You become *observed* if you do anything except Hide, Sneak, or Step. On Strike creature is flat-footed against that attack, and then you become observed. Creature can Seek you to make you observed.



MENTAL

CONCENTRATE

EMOTION

AUDITORY

Intimidation

DEMORALIZE (CRB 247)

Try to make an opponent frightened

Target: creature within 30' that you are aware of.

Roll Intimidate **against** Will DC of target.

If the target does not understand the language you are speaking, you're not speaking a language, or they can't hear you, you take a -4 circumstance penalty to the check

With any result the target is temporarily immune to your attempts to Demoralize it for 10 minutes.

✓✓ the target becomes *frightened* 2.

✓ the target becomes *frightened* 1 (CRB 620).



MENTAL

Deception

trained

FEINT (CRB 246)

Try to make an opponent flat-footed.

Roll Deception **against** Perception DC of target.

✓✓ the target is flat-footed against the melee attacks that you attempt against it before the end of your *next* turn

✓ the target is flat-footed against the *next* melee attack that you attempt against it before the end of your *current* turn

XX you are flat-footed against melee attacks the target attempts against you until the end of your next turn.