

Pathfinder 2E Actions (p 469-472)

AID ➡	Must have used an action previously to help your ally. When an ally makes a skill check, you assist them, granting them a +1 circumstance bonus to their check. If you're a master with the check you attempted, the bonus is +3, and if you're legendary, it's +4 Crit. Fail: -1 circumstance penalty to their check. Must pass a check set by the GM, Base DC 20.
CRAWL ➡	[MOVE] While you are prone, you are unable to Stride or Step. Instead, you Crawl 5ft (if speed is more than 5ft).
DELAY ⬡	At the start of your turn, after suffering persistent damage and ending any effects that should end, you can decide to delay your turn until later in the round. You can re-enter the initiative order at the end of any other creature's turn, permanently establishing your initiative at that point in the round.
DROP PRONE ➡	[MOVE] You fall prone. You are flat-footed (-2 circumstance penalty to AC) and take a -2 circumstance penalty on attack rolls. The only move actions you can take while prone are Crawl and Stand.
ESCAPE ➡	[ATTACK] You attempt to escape from being grabbed, immobilized, or restrained against one impediment. Attempt a acrobatics, athletics or unarmed attack check vs. DC of the effect (Athletics of creature grabbing, Thievery of creature that tied you up, Spell effect or Escape DC). Crit: You are free and can stride 5ft. Crit. Fail: You don't get free, and you can't attempt again until next turn.
INTERACT ➡	[MANIPULATE] You can grab an unattended or stored object, open a door, etc.. You might have to attempt a skill check to determine if successful. This action generally provokes reactions such as Attack of Opportunity.
LEAP ➡	[MOVE] You Leap up to 10ft horizontally (Speed is at least 15ft), or up to 15ft horizontally (Speed is at least 30ft.) You land in the space where Leap ends. Leap Vertically moves 3ft. Vertically and 5ft. Horizontally. The Athletics skill offers Long Jump and High Jump activities, which each cost 2 actions and can be taken by any creature, and allow you to move a greater distance based on how high your check result is. (p. 241)
READY ➡➡	[CONCENTRATE] Choose an action you can perform and a trigger for that action. If the trigger 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). If you ready an attack, and that attack would have a multiple attack penalty if it were made on your turn, the penalty still applies during your reaction.
RELEASE ⬡	[MANIPULATE] You release something you're holding in your hand(s). Does not trigger reactions that can be triggered by actions with the manipulate trait. If you want to Release something outside of turn, use Ready.
SEEK ➡	[CONCENTRATE] [SECRET] You look for unseen creatures or objects in a 30ft cone or 15ft burst within line of sight. If searching for objects (secret doors, hazards), you search a 10-foot square adjacent to you. The GM makes a secret Perception check vs. Stealth DCs of hidden creatures or objects in that area. Success: One or more hidden creatures' or objects' position is revealed. Otherwise, the GM will not specify.
SENSE MOTIVE ➡	[CONCENTRATE] [SECRET] Choose one creature. The GM makes secret Perception check vs. Deception DC. Crit: You determine creature's true intentions and any mental magic affecting it. Success: You determine whether it is behaving normally, but not its exact intentions or magic affecting it. Fail: You detect what it wants you to believe or think they're behaving normally. Crit. Fail: You get a false sense of its intentions. You typically can't try again until the situation changes significantly.
STAND ➡	[MOVE] You stand up from prone.
STEP ➡	[MOVE] Your speed is at least 10ft. Move 5ft without provoking reactions that trigger as a result of your moving or leaving or entering a square. You can't step into difficult terrain without Feather Step.
STRIDE ➡	[MOVE] You move up to your Speed (page 463).
STRIKE ➡	[ATTACK] You attack with a weapon you're wielding within its given range. If you critically succeed on the attack roll, you double the number of damage dice rolled for the damage pool.
TAKE COVER ➡	If you would have standard cover, you gain greater cover, (+4 circumstance bonus to AC; Reflex saves vs. area effects; and Stealth checks to Hide, Sneak, or avoid detection). Otherwise, you gain standard cover (+2). This lasts until you move from current space, attack, become unconscious, or end as a free action.
ARREST A FALL ➡	Requires a Fly Speed. Make an Acrobatics check to slow your fall at a Base DC of 15. Success: Take no damage from fall.
AVERT GAZE ➡	You gain a +2 circumstance bonus to saves against visual abilities that require you to look at a creature or object, such as a medusa's petrifying gaze. Your gaze remains averted until the start of your next turn.
BURROW ➡	[MOVE] Requires a Burrow Speed. You dig through dirt or loose material up to your Burrow speed. You can't Burrow through hard surfaces such as rock unless you have an ability that allows you to.
FLY ➡	[MOVE] Requires a Fly Speed. Move up to your Fly speed or move down 10ft for every 5ft of movement or use an action to Fly 0ft and hover in your space. If you end your turn airborne and didn't use a Fly action this round, you fall.
GRAB AN EDGE ➡	[MANIPULATE] If you fall from or past a ledge or handhold and your hands are not tied behind your back or restrained, you can try to grab it. Make Reflex save vs. Climb DC. Success: If you have free hand, you stop and can Climb up with Athletics. Take damage 20ft. shorter. Crit: You grab edge even with no hands free. Take damage as 30ft. shorter. Crit Fail: Continue fall. If fallen more than 20ft, take 10 bludgeon damage for every 20 ft. fallen.
MOUNT ➡	[MOVE] Move into the space of an adjacent creature that is at least one size larger than you are, and under your control per the Handle Animal action (p.153). You use this action to dismount a creature.
POINT OUT ➡	[AUDITORY] [MANIPULATE] [VISUAL] You indicate a creature that you can see to allies. Your allies must be able to see or hear you and able to spot target. Creature becomes hidden rather than undetected (page 466). If allies can't understand you, they roll Perception vs. Stealth DC or believe the target is at a different location.
RAISE A SHIELD ➡	You position your shield to protect yourself. When you have Raised a Shield, you gain its listed circumstance bonus to AC. Your shield remains raised until the start of your next turn.

SKILL ACTIONS

Untrained

Trained Only

ACROBATICS (Dex)
p. 240

Balance [MOVE] ➤
Tumble Through [MOVE] ➤

Maneuver in Flight [MOVE] ➤
Squeeze^E [MOVE]

ARCANA (Int)
p. 241

Recall Knowledge^G [SECRET] ➤

Borrow an Arcane Spell^E
Decipher Writing^E [SECRET]
Identify Magic^E [SECRET]
Learn a Spell^E

ATHLETICS (Str)
p. 241

Climb [MOVE] ➤
Force Open [ATTACK] ➤
Grapple [ATTACK] ➤
High Jump [MOVE] ➤➤

Long Jump [MOVE] ➤➤
Shove [ATTACK] ➤
Swim [MOVE] ➤
Trip [ATTACK] ➤

Disarm [ATTACK] ➤

CRAFTING (Int)
p. 243

Recall Knowledge^G [SECRET] ➤
Repair^E [MANIPULATE]

Craft^D [MANIPULATE]
Earn Income^{D,G}
Identify Alchemy^E

DECEPTION (Cha)
p. 245

Create a Diversion [MANIPULATE] ➤
Impersonate^E [MAN] [SECRET]
Lie [SECRET]

Feint ➤

DIPLOMACY (Cha)
p. 246

Gather Information^E [SECRET]
Make an Impression^E
Request ➤

INTIMIDATION (Cha)
p. 247

Coerce^E
Demoralize ➤

LORE (Int)
p. 247

Recall Knowledge^G [SECRET] ➤

Earn Income^{D,G}

MEDICINE (Wis)
p. 248

Administer First Aid [MAN] ➤➤
Recall Knowledge^G [SECRET] ➤

Treat Disease^D [MANIPULATE]
Treat Poison [MANIPULATE] ➤
Treat Wounds^E [MANIPULATE]

NATURE (Wis)
p. 249

Command an Animal ➤
Recall Knowledge^G [SECRET] ➤

Identify Magic^{E,G} [SECRET]
Learn a Spell^{E,G}

OCCULTISM (Int)
p. 249

Recall Knowledge^G [SECRET] ➤

Decipher Writing^{E,G} [SECRET]
Identify Magic^{E,G} [SECRET]
Learn a Spell^{E,G}

PERFORMANCE (Cha)
p. 250

Perform [MANIPULATE] ➤

Earn Income^{D,G}

RELIGION (Wis)
p. 250

Recall Knowledge^G [SECRET] ➤

Decipher Writing^{E,G} [SECRET]
Identify Magic^{E,G} [SECRET]
Learn a Spell^{E,G}

SOCIETY (Int)
p. 250

Recall Knowledge^G [SECRET] ➤
Subsist^{D,G}

Create Forgery^D
Decipher Writing^{E,G}

STEALTH (Dex)
p. 251

Conceal an Object [MAN] [SECRET] ➤
Hide [SECRET] ➤
Sneak [MOVE] [SECRET] ➤

SURVIVAL (Wis)
p. 252

Sense Direction^E [SECRET]
Subsist^{D,G}

Cover Tracks^E [MOVE]
Track^E [MOVE]

THIEVERY (Dex)
p. 253

Palm an Object [MANIPULATE] ➤
Steal [MANIPULATE] ➤

Disable a Device [MANIPULATE] ➤➤
Pick a Lock [MANIPULATE] ➤➤

LEGEND ^E Exploration Action ^D Downtime Action ^G General Skill Action (p. 234-240)

Common Conditions (p.618-623)

Blinded: All terrain is difficult. Critically fail vision-based Perception checks and -4 status penalty to other Perception Checks.

Clumsy: Your movements become clumsy. Clumsy always includes a value. You take a status penalty equal to the condition value to Dexterity-based checks and DCs, including AC, Reflex saves, ranged attack rolls, and Acrobatics, Stealth, and Thievery.

Concealed: While you are concealed from a creature, you are difficult for that creature to see. A creature you are concealed from must succeed at a DC 5 flat check when making an attack or targeting you with a spell or effect.

Encumbered: You are clumsy 1 (-1 to Dex checks including AC, Reflex saves, ranged attacks, Dex-based skill checks and DCs) and take a -10-foot penalty to your Speed (or all your speeds if you have special Speeds).

Enfeebled: You are physically weakened. Enfeebled includes a value. When you are enfeebled, you take a status penalty equal to the condition value to Strength-based rolls and DCs, including Strength-based melee attack rolls, damage rolls, and Athletics check.

Flat-Footed: You are unable to focus your full attention on defense. You take a -2 circumstance penalty to AC.

Frightened: You are afflicted by fear. Frightened always includes a value. You take a status penalty on all your checks, DCs, and saving throws equal to this value. Unless noted otherwise, at the end of each of your turns, the value of your frightened condition decreases by 1.

Grabbed: You are held in place by another creature. You are immobile and flat-footed (-2 circumstance penalty to AC). If you attempt a manipulate action while grabbed, you must succeed at a DC 5 flat check or you fail and the action is wasted.

Hidden: A creature knows the space you're in but can't tell precisely where you are. You typically become hidden by using Stealth to Hide. When Seeking a creature using only imprecise senses, it remains hidden, rather than observed. A creature you're hidden from is flat-footed to you, and it must succeed at a DC 11 flat check when targeting you with an attack, spell, or other effect or it fails affect you.

Paralyzed: Your body is frozen in place. You are flat-footed (-2 circumstance penalty to AC) and can't act, except to Recall Knowledge and take other actions that require using only your mind (as determined by the GM).

Prone: You are lying on the ground, are flat-footed (-2 circumstance penalty to AC) and take a -2 circumstance penalty on attack rolls. The only move actions you can take while prone are Crawl and Stand. Standing up ends the prone condition. You can take cover while prone to get a +4 circumstance bonus to AC (but you remain flat-footed).

Sickened: You feel ill. Sick always includes value. You take a status penalty on all your checks and DCs equal to this value. You cannot willingly ingest anything (including potions) while sick. You can spend an action retching in an attempt to recover (Fort save against the effect to reduce the severity by 1, or by 2 on a critical success).

Slowed: You take fewer actions. Slowed is always followed by a number. When you regain your actions at the start of your turn, reduce the number of actions by your slowed value.

Stunned: Stunned includes a value indicating the number of actions that you lose on your next turn. Each time you regain actions (such as at start of turn), reduce the number you regain by stunned value, then reduce your stunned value by the number of actions you lost.

Unconscious: You are sleeping or have been knocked out. You cannot act, and you gain the blinded and flat-footed (-2 circumstance penalty to AC) conditions. Furthermore, you take a -4 status penalty to AC, Perception and Reflex. You fall prone and drop items you are wielding or holding when you gain this condition unless stated otherwise.

Undetected: When you are unseen by a creature, that creature cannot see you, has no idea what space you occupy, and cannot target you with attacks or spells and effects, though you still can be affected by area effects. The creature can attempt to guess which square you are in to try targeting you. When you are unseen by a creature, that creature is flat-footed (-2 circumstance penalty to AC) to you.

Unnoticed: If you are unnoticed by a creature, that creature has no idea you are present at all. When you're unnoticed, you're also undetected by the creature. This condition matters for abilities that can be used only against targets totally unaware of your presence.

Wounded: You have been badly hurt. Wounded always includes a value. Whenever you fall unconscious, add your wounded value to your dying value. Whenever you recover from unconsciousness, add 1 to your wounded value.

Weapon Traits (p.282-283)

Agile: The multiple attack penalty you take on the second attack each round with this weapon is reduced to -4 instead of -5, and -8 instead of -10 on the third and any further attacks in the round.

Backstabber: When you hit a flat-footed creature, this weapon deals 1 precision damage in addition to its normal 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 do not 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 instead of Strength on attack rolls. Damage rolls still use Strength.

Forceful: This weapon becomes more dangerous when you build up momentum. When you attack with it more than once on your turn, the second 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 a propulsive ranged weapon.

Splash: When you use a thrown weapon with the splash trait, you don't add your Strength modifier to the damage roll. If an attack with a splash weapon fails, succeeds, or critically succeeds, all creatures within 5 feet of the target (including the target) take the listed splash damage. On a failure (but not a critical failure), the target of the attack still takes the splash damage. Add splash damage together with the initial damage against the target before applying the target's weaknesses or resistances. You don't multiply splash damage on a critical hit.

Sweep: This weapon makes wide sweeping or spinning attacks, making it easier to attack multiple enemies. When you attack with this weapon, you 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. A thrown weapon adds your Strength modifier to damage just like a melee weapon does. When this trait appears on a melee weapon, it also includes the range increment in feet.

Two-Hand: This weapon can be wielded with two hands. This changes its damage die to the indicated value.

Versatile: A versatile weapon can be used to deal an alternate damage type listed. For instance, a piercing weapon that has "versatile S" can be used to deal piercing or slashing damage. Choose the damage type each time you make an attack.