

ACTIONS IN COMBAT

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STANDARD ACTION	ATTACK OF OPPORTUNITY ¹
Attack (melee)	No
Attack (ranged)	Yes
Attack (unarmed)	Yes
Activate a magic item other than a potion or oil	No
Aid another ²	Maybe
Cast a spell (1 standard action casting time)	Yes
Channel energy	No
Concentrate to maintain an active spell	No
Dismiss a spell	No
Draw a hidden weapon (see Sleight of Hand)	No
Drink a potion or apply an oil	Yes
Escape a grapple	No
Feint	No
Light a torch with a tindertwig	Yes
Lower spell resistance	No
Read a scroll	Yes
Ready (triggers a standard action)	No
Stabilize a dying friend (see Heal)	Yes
Total defense	No
Use extraordinary ability	No
Use skill that takes 1 action	Usually
Use spell-like ability	Yes
Use supernatural ability	No

MOVE ACTION

Move	Yes
Control a frightened mount	Yes
Direct or redirect an active spell	No
Draw a weapon ³	No
Load a hand crossbow or light crossbow	Yes
Open or close a door	No
Mount/dismount a steed	No
Move a heavy object	Yes
Pick up an item	Yes
Sheathe a weapon	Yes
Stand up from prone	Yes
Ready or drop a shield ³	No
Retrieve a stored item	Yes

FULL-ROUND ACTION

Full attack	No
Charge ⁴	No
Deliver coup de grace	Yes
Escape from a net	Yes
Extinguish flames	No
Light a torch	Yes
Load a heavy or repeating crossbow	Yes
Lock or unlock weapon in locked gauntlet	Yes
Prepare to throw splash weapon	Yes
Run	Yes
Use skill that takes 1 round	Usually
Use a touch spell on up to six friends	Yes
Withdraw ⁴	No

FREE ACTION

Cease concentration on a spell	No
Drop an item	No
Drop to the floor	No
Prepare spell components to cast a spell ⁵	No
Speak	No

SWIFT ACTION

Cast a quickened spell	No
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IMMEDIATE ACTION

Cast <i>feather fall</i>	No
Make attack of opportunity	No

ACTION TYPE VARIES

Perform a combat maneuver ⁶	Yes
Use a feat ⁷	Varies

¹Regardless of the action, if you move out of a threatened square, you usually provoke an attack of opportunity. The column indicates whether the action itself, not moving, provokes an attack of opportunity.

²If you aid someone performing an action that would normally provoke an attack of opportunity, then the act of aiding another provokes an attack of opportunity as well. See the individual skill descriptions for details.

³If you have a base attack bonus of +1 or higher, you can ready a shield, drop a shield, or draw a weapon as part of a regular move. If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.

⁴If you are limited to standard action in a round, you may charge or withdraw as a standard action, although these actions are normally full-round actions.

⁵Unless the component is an extremely large or awkward item.

⁶Some combat maneuvers substitute for a melee attack, not an action. As melee attacks, they can be used once in an attack or charge action, one or more times in a full-attack action, or even as an attack of opportunity. Others are used as a separate action.

⁷The description of a feat defines its effect.

WEATHER EFFECTS

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Fog: Obscures all sight beyond 5 feet, creatures 5 feet away have concealment.

Rain: Reduce visibility ranges by half, -4 to Perception checks and ranged attacks, extinguishes unprotected flames, 50% chance to extinguish protected flames.

Snow: Reduces visibility ranges by half, -4 penalty to Perception and ranged attacks, 50% chance to extinguish unprotected flames. It costs 2 squares of movement to enter a snow-covered square.

Heavy Snow: As snow, except it also restricts visibility as fog. It costs 4 squares of movement to enter a square covered with heavy snow. Possibility of deep snowdrifts when accompanied by strong or severe winds. 10% chance of lightning.

Sleet (frozen rain): Reduce visibility ranges by half, -4 to Perception checks and ranged attacks, extinguishes unprotected flames, 75% chance to extinguish protected flames. It costs 2 squares of movement to enter a sleet-covered square.

Hail: -4 penalty to Perception checks. 5% chance to deal 1 point of lethal damage to anything in the open. It costs 2 squares of movement to enter a hail-covered square.

WALLS

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Wall Type	Break DC	Hardness	h.p.	Climb DC
Masonry	35	8	90	20
Superior masonry	35	8	90	25
Reinforced masonry	45	8	180	20
Hewn stone	50	8	540	25
Unworked stone	65	8	900	15
Iron	30	10	180	25
Paper	1	—	1	30
Wooden	20	5	60	21
Magically treated	+20	x 2	x 2	—

DOORS

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Door Type	Hardness	h.p.	Break Stuck	Break Locked
Simple wooden	5	10	13	15
Good wooden	5	15	16	18
Strong wooden	5	20	23	25
Stone	8	60	28	28
Iron	10	60	28	28
Portcullis, wood	5	30	25*	25*
Portcullis, iron	10	60	25*	25*
Lock	15	30	—	—
Hinge	10	30	—	—
Grate (in floor)	10	25	27	27

*DC to lift. Use appropriate door figure for breaking.

FLOORS

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Flagstone, Smooth Stone Floors: No effects.

Uneven Flagstone or Hewn Stone Floors: Requires Athletics check (DC 10) to run or charge across. Failure means the character can't move that round.

Light Rubble: Add 2 to the DC of Acrobatics checks.

Dense Rubble: Costs 2 squares of movement to enter a square with dense rubble. Adds 5 to the DC of Acrobatics check and 2 to the DC of Stealth checks.

Natural Stone Floors: Costs 2 squares of movement to enter a square with a natural stone floor, and the DC of Acrobatics checks increases by 5. Running and charging are impossible except along a path.

Slippery (Water, ice, slime, blood): Increase the DC of Acrobatics checks by 5.

Narrow Ledges (12" or less): Requires an Acrobatics check to traverse. Failure results in the moving character falling off the ledge. If there is a railing, characters gain a +5 circumstance bonus on Acrobatics checks to move along the ledge. A character next to a railing gains a +2 circumstance bonus on opposed Strength checks to avoid being bull rushed off the edge.

Stairs: Cannot run, increases DC of Acrobatics checks by 4.

ILLUMINATION

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Light	Blindness / Sensitivity	Concealment	Stealth
Bright	Yes	No	No ¹
Normal	No	No	No ¹
Dim	No	Yes ²	Yes ²
Darkness ³	No	Total ²	Yes ²

¹Creatures may use Stealth in areas of bright or normal light if they gain concealment or invisibility, this entry merely indicates that they cannot use Stealth due to ambient illumination.

²Creatures with darkvision or some other ability to see in darkness see normally in dim light or darkness. Creatures do not gain concealment and cannot use Stealth against such creatures, only against those with normal vision.

³Creatures without darkvision or some other ability to see in darkness are effectively blinded. See the blinded condition (*Pathfinder RPG Core Rulebook*, p. 565) for details.

LIGHT SOURCES AND ILLUMINATION

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Object	Normal	Increased	Duration
Candle	— ¹	5 ft.	1 hour
Everburning torch	20 ft.	40 ft.	Permanent
Lamp, common	15 ft.	30 ft.	6 hours/pint
Lantern, bullseye	60-ft. cone	120-ft. cone	6 hours/pint
Lantern, hooded	30 ft.	60 ft.	6 hours/pint
Sunrod	30 ft.	60 ft.	6 hours
Torch	20 ft.	40 ft.	1 hour

Spell	Normal	Increased	Duration
Continual flame	20 ft.	40 ft.	Permanent
Dancing lights (torches)	20 ft. (each)	40 ft. (each)	1 minute
Daylight	60 ft. ²	120 ft.	30 minutes
Light	20 ft.	40 ft.	10 minutes

¹A candle does not provide normal illumination, only dim illumination.

²The light for a daylight spell is bright light.