

AID ♦

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.

You try to help your ally with a task. To use this reaction, you must first prepare to help, usually by using an action during your turn.

When you use your Aid action, attempt a skill check or attack roll against a DC 20.

Critical Success: You grant your ally a +2 circumstance bonus to the triggering check. If you are a Master, the bonus is +3, and +4 if you are Legendary.

Success: You grant your ally a +1 circumstance bonus to the triggering check.

Critical Failure: Your Ally takes a -1 circumstance penalty to the triggering check.

DROP PRONE ♦

MOVE

You drop prone.

CRAWL ♦

MOVE

Requirements: You are Prone and your Speed is at least 10 feet.

You move 5 feet by crawling and remain Prone.

LEAP ♦

MOVE

You take a careful, short jump. You can Leap up to 10 feet horizontally if your Speed is at least 15 feet, or up to 15 feet horizontally if your Speed is at least 30 feet. You land in the space where your Leap ends (meaning you can typically clear a 5-foot gap or 10-foot gap if your Speed is 30 feet or more).

If you Leap vertically, you can move up to 3 feet vertically or 5 feet horizontally onto an elevated surface.

Jumping a greater distance requires the using the Athletics skill.

ESCAPE ♦

ATTACK

You attempt to escape from being Grabbed, Immobilized, or Restrained. Choose one creature, object, spell effect, hazard, or other impediment imposing any of those conditions on you. Attempt a check using your unarmed attack modifier against the DC of the effect. This is typically an Athletics DC of a creature grabbing you, the Thievery DC of a creature who tied you up, the spell DC for a effect, or the listed Escape DC of an object, hazard or impediment. You can attempt an Acrobatics or Athletics check instead of using your unarmed attack modifier if you chose.

Critical Success: You are free and remove the Grabbed, Immobilized, and Restrained conditions. You can then Stride up to 5 feet.

Success: You are free and remove the Grabbed, Immobilized, and Restrained conditions.

Failure: You are not free, and cannot attempt to Escape again until your next turn.

READY ♦♦

CONCENTRATE

You prepare to use an action that will occur outside your turn. Choose a single action or a free action you can use, and designate a trigger. Your turn 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 can 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 ♦

Trigger: Your turn begins.

You wait for the right moment to act. The rest of your turn doesn't happen yet. Instead, you are removed from the initiative order. You can return to the initiative order as a free action triggered by the end of another 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 without returning to the initiative order, the actions from your Delayed turn are lost, your initiative position doesn't change, and your next turn occurs at your original position.

When you Delay, any persistent damage or other negative effects that normally occur at the start or end of your turn occur immediately. Any beneficial effects that would end at any point during your turn also end.

INTERACT ♦

MANIPULATE

You use your hand or hands to manipulate an object or the terrain. You can grab an unattended or stored object, open a door, or produce some similar effect. You might have to attempt a skill check to determine if your Interact action was successful.

RELEASE ♦

MANIPULATE

You release something you're holding in your hand or hands. This might mean dropping an item, removing one hand from your weapon while continuing to hold it in another hand, releasing a rope suspending a chandelier, or performing a similar action. Unlike most manipulate actions, Release does not trigger reactions that can be triggered by actions with the manipulate trait (such as Attacks of Opportunity).

If you want to prepare to Release something outside of your turn, use the Ready activity.

SEEK ♦

CONCENTRATE SECRET

You scan an area for signs of creatures or objects. If you're looking for creatures, choose an area you're scanning. If precision is necessary the GM may select a 30-foot cone or 15-foot burst within your line of sight. You might take a penalty if you chose something far away. If you are using Seek to search for objects (including secret doors and hazards), you search up to a 10-foot square adjacent to you.

The GM makes a secret Perception check and compares it to the Stealth DC or DC to detect each object.

Critical Success: If you are searching for creatures, any Undetected or Hidden creatures you critically succeeded against becomes Observed.

Success: If you were searching for creatures, any Undetected creature you succeeded against becomes Hidden instead, and any Hidden creature succeeded against becomes Observed. If you were searching for an object, you learn its location or get a clue to its whereabouts.

MOVE

STEP ♦

Requirements: Your Speed is at least 10 feet.

You carefully move 5 feet. Unlike most types of movement, Stepping doesn't trigger reactions, such as Attacks of Opportunity, that can be triggered by move actions or upon leaving or entering a square.

You can't step into difficult terrain, and you can't Step using a Speed other than your land Speed.

MOVE

SENSE MOTIVE ♦

CONCENTRATE SECRET

You try to tell whether a creature's behavior is abnormal. Choose one creature and assess it for odd body language, other indicators it might be trying to deceive someone.

The GM makes a secret Perception check and compares it to the Deception DC or other appropriate DC.

Critical Success: You determine the creature's true intentions.

Success: You can tell whether the creature is behaving normally, but don't know its exact intentions.

Failure: You detect what a deceptive creature wants you to believe. If they are not being deceptive, you believe they're acting normally.

Critical Failure: You get a false sense of the creature's intentions.

STAND ♦

MOVE

You stand up from Prone.

TAKE COVER ♦

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 (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, the benefits of standard cover (a +2 circumstance bonus). This lasts until you move from your current space, use an attack action, become unconscious, or end this effect as a free action.

ARREST A FALL ↘

Trigger: You fall

Requirements: You have a fly Speed.

You attempt an Acrobatics check to slow your fall. The DC is typically 15, but might be higher due to air turbulence or other circumstances.

Success: You fall gently, taking no damage from the fall.

AVERT GAZE ↘

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.

You try to help your ally with a task. To use this reaction, you must first prepare to help, usually by using an action during your turn.

When you use your Aid action, attempt a skill check or attack roll against a DC 20.

Critical Success: You grant your ally a +2 circumstance bonus to the triggering check. If you are a Master, the bonus is +3, and +4 if you are Legendary.

Success: You grant your ally a +1 circumstance bonus to the triggering check.

Critical Failure: Your Ally takes a -1 circumstance penalty to the triggering check.

STRIDE ♦

MOVE

You move up to your Speed.

ATTACK

STRIKE ♦

You attack with a weapon you're wielding or an unarmed attack, targeting one creature within your reach (for a melee attack) or within range (for a ranged attack). Roll the attack roll for the weapon or unarmed attack you are using, and compare the result to the Target's AC to determine the effect.

Critical Success: As success, but deals double damage.

Success: You deal damage according to the weapon or unarmed attack, including modifiers, bonuses, and penalties you have to damage.

BURROW ♦

MOVE

Requirements: You have a burrow Speed.

You dig your way through, dirt, sand or a similar loose material at a rate of up to your burrow Speed. You can't burrow through rock or other substances denser than dirt unless you have an ability to do so.

FLY ♦

MOVE

Requirements: You have a fly Speed.

You move through the air up to your fly Speed. Moving upward (straight or diagonally) uses the rules for moving through difficult terrain. You can move straight down 10 feet for every 5 feet of movement you spend. If you Fly to the ground, you don't take falling damage. You can use an action to Fly 0 feet to hover in place. If you're airborne at the end of your turn and didn't use a Fly action this round, you fall.

GRAB AN EDGE ♦

MANIPULATE

Trigger: You fall from or past an edge or handhold.

Requirement: Your hands are not tied behind your back or otherwise restrained.

When you fall off or past an edge or other handhold, you can try to grab it, potentially stopping your fall. You must succeed at a Reflex save, usually at the Climb DC. If successful you can then Climb up using Athletics.

Critical Success: You grab an edge or handhold, whether or not you have a hand free, typically using an item. You take damage from the distance fallen so far, but treat it as 30 feet shorter.

Success: If you have at least one hand free, grab the edge or handhold, stopping your fall., treating it as 20 feet shorter.

Critical Failure: If you've fallen more than 20 feet, you take 10 bludgeoning damage from the impact for every 20 feet fallen.

MOUNT ♦

MOVE

Requirements: You are adjacent to a creature that is at least one size larger than you and is willing to be your mount.

You move onto the creature and ride it. If you're already mounted, you can instead use this action to dismount, moving off of the creature into an adjacent space.

POINT OUT ♦

AUDITORY

MANIPULATE

VISUAL

Requirements: A creature is undetected by one or more of your allies but isn't undetected by you.

You indicate a creature that you can see to one or more allies, gesturing in a direction and describing the distance verbally. That creature is Hidden to your allies, rather than Undetected. This works only for allies who can see you and are in a position where they could potentially detect the target. If your allies can't hear or understand you, they must succeed at a Perception check against the creature's Stealth DC or they misunderstand and believe the target is in a different location.

RAISE A SHIELD ♦

Requirements: You are wielding 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.

ATTACK OF OPPORTUNITY ♦

Trigger: A creature within your reach uses a manipulate action or move action, makes a ranged attack, or leaves a square during a move action it is using.

You lash out at a foe that leaves an opening. Make a melee Strike against the triggering creature. If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

CAST A SPELL ♦, ♦♦, ♦♦♦, ♦, ♦

You cast a spell you have prepared or in your repertoire. Casting A Spell is a special activity with a variable number of actions depending on the specific spell. As soon as the spellcasting actions are complete, the spell effect occurs. In some cases, spells are cast as a reaction or free action instead of an activity.

Spell Components: Each spell lists the spell components required to cast it after the action icons or text. If you can't provide the components, you fail to cast the spell. These components are:

- ♦ Material (Manipulate)
- ♦ Somatic (Manipulate)
- ♦ Verbal (Concentrate)
- ♦ Focus (Manipulate)

SUSTAIN A SPELL ♦

CONCENTRATE

Requirements: You have at least one spell active with a sustained duration, and you are not fatigued.

Choose one spell with a sustained duration you have in effect. The duration of that spell continues until the end of your next turn. Some spells might have a slightly different or expanded effects if you sustain them. Sustaining a spell for more than 100 minutes (100 rounds) ends the spell and makes you fatigued unless the spell lists a different maximum duration (such as "sustained up to 1 minute" or sustained up to 1 hour").

If your Sustain a Spell action is disrupted, the spell immediately ends.

DISMISS ♦

CONCENTRATE

You end one spell or magic item effect. This must be an effect you are allowed to dismiss, as defined by the spell or item. Dismissal might end the effect entirely or might end it just for a certain target or targets, depending on the spell or item.

REFOCUS

CONCENTRATE

EXPLORATION

Requirements: You have a focus pool, and have spent at least 1 Focus Point since you last regained any Focus Points.

You spend 10 minutes performing deeds to restore your magical connection. This restores 1 Focus point to your focus pool. The deeds you need to perform are specified in the class or ability that gives you your focus spells. These deeds can usually overlap with other tasks that relate to the source of your focus spells. For example, a cleric with focus spells can usually Refocus while tending the wounds of their allies, and a wizard might be able to Refocus while attempting to Identify Magic.