

Damage and Healing (p.250-252)

Taking Damage: First lose Stamina Points, then lose Hit Points. When damage is equal to or greater than your Hit Points, you're reduced to 0 Hit Points (can't go below 0) and are unconscious and dying.

Massive Damage: If you take damage once you hit 0 HP and it is equal to or greater than your MAX HP, die

Dying: While dying, lose 1 Resolve Point each round at the end of your turn until dead or stable. If you take damage while dying, lose 1 RP from first source and then another each time damage is more than half your health (per turn)

Stabilizing: Can stabilize with DC 15 Medicine check, spells, or spending Resolve Points equal to 1/4 your max RP (min 1, max 3) to remain at 0 HP and unconscious but not dying. If stable, can spend 1 RP to regain 1 HP and then take rest of your turn. Cannot spend RP to stabilize and to regain 1 HP in same round

Recovering Stamina: Regain all stamina by spending 1 RP and taking a rest for 10 mins (uninterrupted). A full night's rest (8 hours) will also regain all SP

Recovering Hit Points: Full night's rest recovers 1 HP per character level. Complete bed rest (24 hours) will recover 2 HP per character level.

Recovering Resolve: Resolve Points can be recovered fully with 8 hours of rest (once per day)

Cover (p.253-254)

TYPE	AC BONUS	REFLEX SAVE BONUS
Soft	+4	-
Partial	+2	+1
Regular	+4	+2
Improved	+8	+4
Total*	-	-

*Total cover completely blocks line of effect

Concealment (p.253)

TYPE	MISS CHANCE
Regular	20%
Total	50%

Long-Term Stability (p.251)

CONSTITUTION CHECK RESULT	OUTCOME
20 or higher	Heal 1 HP, regain consciousness
10 - 19	Remain stable, new check in 1 hour
9 or lower	Die

Actions In Combat (p.244)

Standard Action

Activate Item
 Attack (melee/ranged)
 Cast a Spell
 Combat Maneuver
 Maintain Spell (Concentrate)
 Covering Fire
 Dismiss a Spell
 Feint
 Fight Defensively
 Harrying Fire
 Total Defense
 Use Special Ability

Move Action

Crawl
 Direct/Redirect Effect
 Draw/Sheathe a Weapon
 Guarded Step
 Manipulate an Item
 Move Your Speed
 Reload
 Stand Up

Swift Action

Change Grips
 Drop Prone

Reaction

Attack of Opportunity

Full Action

Charge
 Coup de Grace
 Fight Defensively
 Full Attack
 Run
 Withdraw

Other Actions

Combat Banter
 Delay
 Drop an Item
 Ready an Action
 Use a Skill

Common Conditions (p.273)

Encumbered: Speeds reduced by 10 feet, max Dex bonus to AC reduced to +2 and take -5 to Str and Dex checks

Entangled: Move half speed; cannot run/charge; take -2 penalty to AC, attack rolls, Reflex saves, initiative checks and Dex based skill and ability checks

Exhausted: Move half speed; cannot run/charge; -3 to AC, attack rolls, melee damage rolls, Reflex saves, initiative checks, and Str/Dex skill and ability checks; reduce encumbered limit by 3 bulk

Fatigued: Can't run/charge; -1 to AC, attack rolls, melee damage rolls, Reflex saves, initiative checks, STR and Dex skill/ability checks; reduce encumbered limit by 1 bulk

Flat-Footed: -2 to AC and cannot take reactions or make attacks of opportunity

Grappled: Cannot move or take two-handed actions; -2 to AC, most attack rolls, Reflex saves, initiative checks and Dex based skill/ability checks; cannot make attacks of opp.

Nauseated: Unable to attack, cast spells, or concentrate on spells, and only action you can take is 1 move per turn

Off-Kilter: Can't take move actions except to right self; -2 penalty to attacks and you're Flat-Footed

Off-Target: -2 penalty to attack rolls

Overburdened: Speed is 5ft; max Dex bonus to AC is +0; -5 to Str and Dex based checks

Pinned: Can't move, Flat-Footed, Grappled at -4 (not -2)

Prone: -4 to melee attacks, +4 ranged AC, -4 melee AC

Shaken: -2 to ability checks, attack rolls, saving throws, and skill checks

Sickened: -2 to ability checks, attack rolls, weapon damage rolls, saving throws and skill checks

Staggered: One move or standard action per round only, can't take reactions, but can take swift actions normally

Stunned: Drop held items, no actions, Flat-Footed

Common Combat Actions (p.244)

Charge: Full action, move up to double speed in straight line, make single attack at -2, -2 AC until start of next turn

Covering Fire: Standard action, ranged attack vs AC 15, no damage, ally gains +2 AC on next attack

Feint: Standard action, Bluff check (DC = 10+ foe's Sense Motive or 15 + 1.5 x foe's CR), opponent is flat-footed (-2 AC) against your next attack

Fight Defensively: Standard or full action, -4 to attack rolls, +2 AC until next turn

Full Attack: Full action, two attacks at -4 each

Harrying Fire: Standard action, ranged attack vs AC 15, no damage, ally gains +2 to next attack vs. target

Total Defense: Standard action, +4 AC until next turn

Combat Maneuvers (p.246)

Standard Action, melee attack vs. KAC + 8

Bull Rush: Push target 5ft + 5ft for every 5 by which your attack roll exceeds target's KAC + 8

Dirty Trick: Target is blinded, deafened, entangled, off-target, shaken or sickened for 1 round, +1 round for every 5 by which attack roll exceeds target's KAC + 8

Disarm: Target drops 1 held item and you can grab it

Grapple: Target gains grappled condition, or pinned condition if attack roll exceeds their KAC + 13

Reposition: Move target 5ft within reach, +5ft for every 5 by which attack roll exceeds target's KAC + 8

Sunder: Deal damage to 1 object held by target or accessible on the target's body

Trip: Knock target prone, or knock it off-kilter in zero-g

Zero Gravity (p.402)

Without a means of magical flight or propulsion, a creature in zero-g can't take move actions to move its speed, crawl or take a guarded step. If a creature is adjacent to or in the same square as an object or another creature one size smaller than itself or larger it can take a move action to push off that object or creature, moving at half speed in direction of choosing; if that object or creature is moveable, it begins moving in the opposite direction at the same speed.

A creature continues to move in that direction at the same speed at the beginning of its turn each round (without taking an action); it must move the full distance unless it is able to change its motion in some fashion (costing a move action). If it moves into a solid object it must succeed a DC 20 Acrobatics or Athletics check to safely stop; failure means that creature gains the off-kilter condition. The second creature must also succeed on the same test with the same results.

Weapons in Zero-G: Thrown weapons have range increments multiplied by 10. Also all ranged weapons no longer have a max number of range increments - wielder simply continues to accrue penalties the farther away the target is.

MAKING SKILL CHECKS (p.133)

SKILL CHECK TYPE	WHAT TO ROLL
Trained class skill	1d20 + skill ranks + 3 + ability score modifier + other mods
Trained skill	1d20 + skill ranks + ability score modifier + other mods
Untrained skill	1d20 + ability score modifier + other mods

Armor check penalties apply to most Str/Dex based skill checks

Aid Another: GM may allow you to aid someone on a skill check. Perform the same check at DC 10 and if you succeed, the other character gets +2 on their check
Take 10: When not in danger or distracted, GM may let you take 10. Do not roll d20, instead assume you rolled a 10 and add the usual modifiers (see above)
Take 20: When you have plenty of time to devote to a task that has no adverse effect on failure, GM may allow you to take 20. Same as above but with a 20.

COMMON AND OBSCURE SKILL CHECKS

Acrobatics (p.135-136)

SITUATION	DC
Move through threatened area	15 + 1.5 x opponent's CR
Move through enemy's space	20 + 1.5 x opponent's CR

DC increased by 2 for each additional opponent avoided in 1 round

WIND CONDITIONS	DC	CHECK REQUIRED?	TAKE 10?
Light/Moderate (0-20mph)	15	No	Yes
Strong (21-30mph)	17	No	Yes
Severe (31-50mph)	19	No	Yes
Windstorm (51-74mph)	27	Yes	No
Hurricane (75-174mph)	33	Yes	No
Tornado (175+mph)	39	Yes	No

Athletics (p.136-137)

OBJECT BEING CLIMBED	DC
Slope larger than 45 degrees, a ladder, or a knotted rope with a wall to brace against	5
Unknotted cable/rope with wall to brace against, or knotted rope w/o wall to brace against	10
Rough surface/wall with handholds, an unknotted cable/rope without wall to brace against, or ledge from which your are dangling by your hands	15
Uneven surface with narrow handholds	20
Relatively smooth surface with occasional handholds	25
Overhang/ceiling with handholds only	30
Perfectly smooth surface	-

Diplomacy (p.139-140)

INITIAL ATTITUDE	DC MODIFIER
Hostile	+10
Unfriendly	+5
Indifferent	+0
Friendly	-5
Helpful	Cannot improve attitude above helpful

GATHER INFORMATION	DC
Common facts/rumors	10
Obscure/secret info	20+
Prominent/well-known individual	5 + character's CR
Average/ordinary individual	10 + character's CR
Mysterious/obscure individual	15 + character's CR

Engineering (p.141-142)

DISABLE DEVICE	EXAMPLE	TIME	DC
Simple	Jam door	1 round	10
Tricky	Sabotage simple propulsion system	1d4 rounds	15
Difficult	Disarm/reset sentry turret or similar trap	2d4 rounds	20
Complex	Disarm explosive or security system from control panel	2d4 rounds	25
Equipment	Disable armor upgrade, powered armor, weapon	2d4 rounds	15+1.5 x item lvl
Simple Lock	-	1 round	20
Avg. Lock	-	1 round	25
Good Lock	-	1 round	30
Superior Lock	-	1 round	40

Perception (p.144-145)

NOTICE/SEARCH CIRCUMSTANCE	DC
Hear the sound of battle	0
Notice smell of a garbage processor	0
Detect smell of smoke	0
Hear details of conversation	0
Notice creature in plain sight	0
Determine if food is spoiled	5
Hear walking creature (small/med.)	10
Hear details of whispered conversation	15
Find typical unmarked cargo hatch	15
Hear sound of automatic door opening	20
Find typical secret compartment	20
Hear pistol being drawn	20
Sense creature burrowing 5 ft below you	25
Notice someone picking your pocket	Opposed: Sleight of hand
Notice creature using stealth	Opposed: Stealth
Find hidden trap	Varies by trap

Mysticism (p.143-144)

TASK	DC
Disable Magic Device	as Engineering
Identify Magic Item	15 + 1.5 x item level
Identify Spell Being Cast	10 + 5 x spell level

Piloting (p.145-146)

FAMILIARITY	DC
Frequently visited or home base	10
Seldom visited	15
Unfamiliar	20

Recall Knowledge (p.133)

QUESTION DIFFICULTY	BASE DC
Really easy questions	5
Average questions	15
Very difficult questions	20 - 30

Repair Magic Item/Tech. (p.142-144)

Technological items are repaired using Engineering; magical items are repaired using Mysticism. Hybrid items are repaired with either skill. A successful check restores HP to item equal to check result

ITEM	EXAMPLE	TIME	DC
Simple Tech.	Door/wall	10mins	15
Complex Tech.	Circuit Board	30mins	20
Equipment	Weapon / Armor	1hr	15+1.5xitem lvl
Magic Item	Staff of healing	1hr	15+1.5xitem lvl

SKILL SUMMARIES (p.134 - 149)

SKILL	UNTRAINED?	ABILITY	PAGE
Acrobatics	YES	Dex *	135
Athletics	YES	Str *	136
Bluff	YES	Cha	137
Computers	NO	Int	137
Culture	NO	Int	139
Diplomacy	YES	Cha	139
Disguise	YES	Cha	140
Engineering	NO	Int	141
Intimidate	YES	Cha	142
Life Science	NO	Int	142
Medicine	NO	Int	143
Mysticism	NO	Wis	143
Perception	YES	Wis	144
Physical Science	NO	Int	145
Piloting	YES	Dex	145
Profession	NO	Cha, Int, or Wis	146
Sense Motive	YES	Wis	146
Sleight of Hand	NO	Dex *	146
Stealth	YES	Dex *	147
Survival	YES	Wis	148

* = Armor check penalty applies

