

# Pathfinder Rules Simplified

## Basic Terms and Verbage:

**AC** = "Armor Class" = How hard it is to hit you  
**Hp** = "Hit Points" = Damage taken before unconscious

**Strength:** Melee Attacks, Lifting/Carrying

**Dexterity:** Ranged Attacks, AC bonus, Skills

**Constitution:** Physical resilience

**Intelligence:** Reasoning skills

**Wisdom:** Intuitive skills, Willpower

**Charisma:** Beauty, Persuasion

## Combat Basics:

**"Roll Initiative"** = Roll d20 and add modifier

**"Roll to Hit"** = Roll d20 and add modifier

**"Roll Damage"** = Look up weapon and use specified damage dice + add modifier

## Critical Hits & Fumbles:

**Roll 1 on d20** = Possible fumble. Roll again. If you miss again, DM makes up a fumble result.

**Roll 20 on d20** = Critical Threat ("Crit"). Roll again. If you hit again, damage is doubled.

**Advanced:** Some weapons Crit on 18, 19, or have different multipliers (triple, quadruple)

## Skills:

**"Roll a Skill Check"** = Roll d20 and add skill modifier

**"Take 10"** – you are not pressured, so you can take an average roll without spending more time.

**"Take 20"** – You have all the time in the world, and no consequences if you fail. You could keep rolling until you roll a 20.

## Actions Each Combat Round:

**1 Standard Action:** Attack, cast spell, some skills, moving a second time in a round, use held object (e.g. potion)

**1 Simple Action:** Move your speed (in feet) or draw weapon/shield/item from belt, stand up, open door, pick up item, load crossbow

**1 Five-Foot Step:** If you don't use Simple Action to move, you can 5ft.

**Free Actions:** Speak a short sentence or two, drop something, drop prone

## Reckless Actions:

**Charge:** Use all your actions, double-move and attack with a +2 hit, but you take -2 AC this round. Can also draw weapon instead if single instead of double move

**Move Past Enemy:** They get a free swing at you (unless 5 ft step)

**Cast a Spell in Enemy Melee Range:** Enemy gets a free swing, may disrupt spell OR you can make "concentration check" (special)

**Combat Maneuver, Untrained:** Enemy gets free swing at you before you make the attempt if you are untrained in doing this type of maneuver

## Instead of Normal Attacking:

- Fight Defensively (-hit, +AC)
- Aid Another (help them hit or defend)
- Use or Interact with an Object

### Deft Combat Maneuvers\*:

- Disarm / Steal Item
- Trip opponent
- Dirty Trick (sand, pants, belt, helmet...)
- Feint

### Powerful Combat Maneuvers\*:

- Move opponent (drag/push/reposition)
- Grab / Wrestle ("Grapple")
- Break Weapon ("Sunder")
- Move through/past enemy ("Overrun")

## FAQ:

**Can I try \_\_\_\_\_ ?**

Sure. The DM will tell you how difficult and what to add to your d20 roll.

### Things that help you hit in melee:

- High Ground
- Flanking
- Undetected by Opponent

### I want to do more weapon damage:

- Take a minus to hit to add more damage\*. Generally -1 to hit = +2 dmg.

### Can I roll to dodge his attack?

Your dodging ability is static and built into your AC. You effectively roll a "10" to dodge every time you're attacked.

### I want to shoot/stab him in the eye:

- Really? You think you're that good? This is a live opponent, not a target dummy... but if you roll high, you might crit and do lots of damage!

\*House Rules from "Elephant in the Room" – Feat Taxes: <http://michaeliantorno.com/feat-taxes-in-pathfinder/>