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Keep crucial rules on hand, and protect your notes and die rolls from player eyes with the *Pathfinder GM Screen*! This beautiful four-panel, landscape-style screen features stunning artwork from Ekaterina Burmak on the players' side, and a huge number of charts and tables on the GM's side to speed up play and reduce time spent leafing through rulebooks in search of key modifiers or results.



The *Pathfinder GM Screen* gives you the tools you need to keep the game fast and fun: conditions, death and dying rules, tables for setting DCs, creature elite and weak adjustments, summaries of actions, and more. Constructed of ultra-high-grade hardcover book stock, this durable screen is perfect for travel, convention play, and repeated regular use.



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PATHFINDER

PZO2201

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CONDITIONS

CORE 618

BLINDED You can't see. All normal terrain is difficult terrain. You can't detect anything using vision. Automatically critically fail Perception checks that require you to see; if vision is your only precise sense, you take a -4 status penalty to Perception checks. You are immune to visual effects. Blinded overrides dazzled.

BROKEN A broken object can't be used, nor does it grant bonuses. Broken armor grants its item bonus to AC, but gives a status penalty to AC (-1 light, -2 medium, -3 heavy). An effect that makes an item broken reduces the item's HP to its Broken Threshold.

CLUMSY Take a status penalty equal to your clumsy value on Dexterity-based checks and DCs, including AC, Reflex saves, ranged attacks, and skill checks using Acrobatics, Stealth, and Thievery.

CONFUSED You are flat-footed, don't treat anyone as your ally, and can't Delay, Ready, or use reactions. Use all your actions to Strike or cast offensive cantrips. The GM determines targets randomly. If you have no other option, target yourself, automatically hitting. If it's impossible for you to attack or cast spells, you babble incoherently, wasting your actions. Each time you take damage from an attack or spell, attempt a DC 11 flat check to end the condition.

CONTROLLED Your controller dictates how you act.

DAZZLED All creatures and objects are concealed from you.

DEAFENED Automatically critically fail Perception checks that require hearing. Take a -2 status penalty to Perception checks for initiative and checks that involve sound but also rely on other senses. If you perform an action that has the auditory trait, you must succeed at a DC 5 flat check or the action is lost. You are immune to auditory effects.

DRAINED Take a status penalty equal to your drained value on Constitution-based checks, such as Fortitude saves. Lose Hit Points equal to your level times the drained value, and your maximum Hit Points are reduced by the same amount. When you regain Hit Points by resting for 8 hours, your drained value is reduced by 1, but you don't immediately recover the lost Hit Points.

ENCUMBERED You're clumsy 1 and take a -10 -foot penalty to all your Speeds.

ENFEEBLED Take a status penalty equal to your enfeebled value to Strength-based rolls and DCs, including Strength-based melee attack rolls, Strength-based damage rolls, and Athletics checks.

FASCINATED Take a -2 status penalty to Perception and skill checks, and you can't use actions with the concentrate trait unless they are related to the subject of your fascination. This condition ends if a creature takes hostile actions toward you or any of your allies.

FATIGUED Take a -1 status penalty to AC and saving throws. During exploration, you can't choose an exploration activity. Recover from fatigue after a full night's rest.

FLAT-FOOTED Take a -2 circumstance penalty to AC.

FLEEING On your turn, spend each action trying to escape the source of the condition as expediently as possible. You can't Delay or Ready.

FRIGHTENED Take a status penalty equal to the value to all checks and DCs. At the end of each of your turns, the value decreases by 1.

GRABBED You're immobilized and flat-footed. If you attempt a manipulate action, you must succeed at a DC 5 flat check or it is lost.

IMMobilized You can't take any action with the move trait. If you're immobilized by something holding you in place and an external force would move you, the force must succeed at a check against the DC of the effect holding you in place or the relevant defense (usually Fortitude DC) of the creature holding you in place.

PARALYZED You're flat-footed and can't take actions except Recall Knowledge and others that require only your mind. You can't Seek.

PERSISTENT DAMAGE Instead of taking persistent damage immediately, take it at the end of each of your turns, rolling any damage dice each time. After you take persistent damage, roll a DC 15 flat check to see if you recover. If you succeed, the condition ends.

You or an ally can help you recover, allowing an additional flat check. This usually takes 2 actions, and must be something that would reasonably help against the source of the damage. The GM can reduce the DC to 10, have the damage end automatically, or change the number of actions.

PETRIFIED You can't act, nor can you sense anything. You're an object with double your normal Bulk (typically 12 if Medium or 6 if Small), AC 9, Hardness 8, and the same current HP you had when alive.

PRONE You're flat-footed with a -2 circumstance penalty to attack rolls. The only move actions you can take are Crawl and Stand. Standing ends the prone condition. You can Take Cover while prone, gaining

greater cover against ranged attacks (but remain flat-footed).

QUICKENED You gain 1 additional action at the start of your turn each round. Many effects that make you quickened specify the types of additional actions you can use. Because quickened has its effect at the start of your turn, you don't gain actions immediately if you become quickened during your turn.

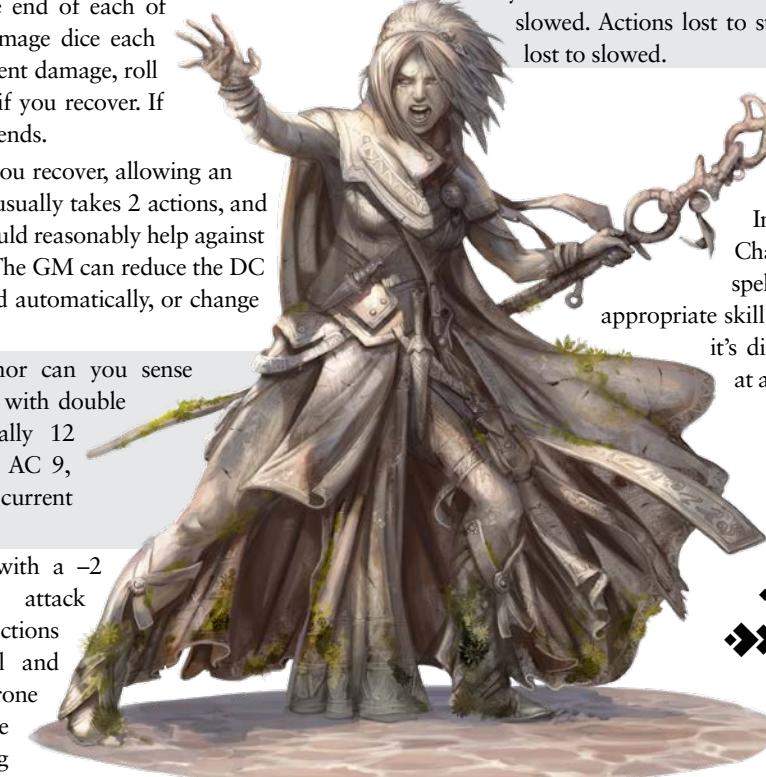
RESTRAINED You're tied up and can barely move, or a creature has you pinned. You are immobilized and flat-footed, and you can't use any actions with the attack or manipulate traits except to attempt to Escape or Force Open your bonds. Restrained overrides grabbed.

SICKENED Take a status penalty equal to the value on all checks and DCs. You can't willingly ingest anything. You can spend an action retching to attempt a Fortitude save against the DC of the sickening effect. On a success, reduce the value by 1 (2 on a critical success).

SLOWED When you regain your actions at the start of your turn, reduce the number of actions by your slowed value. You don't lose actions immediately if slowed during your turn.

STUNNED You can't act. A stunned value indicates how many total actions you lose. Each time you regain actions, reduce the number by your stunned value, then reduce your stunned value by the number of actions lost. If stunned has a duration, lose all your actions for the listed duration. Stunned overrides slowed. Actions lost to stunned count toward those lost to slowed.

STUPEFIED Take a status penalty equal to the value to checks and DCs based on Intelligence, Wisdom, or Charisma, including Will saves, spell attack rolls and DCs, and appropriate skill checks. If you Cast a Spell, it's disrupted unless you succeed at a flat check ($DC = 5 + \text{value}$).



ICON KEY

◆ Single Action

◆◆ Two-Action Activity

◆◆◆ Three-Action Activity

◆◆◆◆◆ Free Action

◆◆◆◆◆ Reaction

URNS

1 START YOUR TURN Your durations measured in rounds decrease by 1; use one triggered action with a trigger of “your turn begins”; attempt a recovery check if you’re dying; regain your 3 actions and 1 reaction.

2 ACT Use your actions.

3 END YOUR TURN End anything that lasts until the end of your turn; take persistent damage and attempt to recover from it; use one triggered action with a trigger of “your turn ends”.

BASIC ACTIONS

Aid DC 20 check to give a +1 circumstance bonus to assisted skill check or attack roll (crit success: +2, +3 if master, +4 if legendary).

Crawl (move) Move 5 feet while prone.

Delay Select this when your turn begins; take your turn later.

Drop Prone (move) Fall prone.

Escape (attack) Attempt to get free when grappled, restrained, or immobilized. Use unarmed attack modifier, Acrobatics, or Athletics.

Interact (manipulate) Grab an object, open a door, draw an item, or do a similar action.

Leap (move) Jump horizontally 10 feet (15 feet if your Speed is 30 feet or more), or vertically 3 feet and horizontally 5 feet.

Ready (concentrate) Prepare to take a single action or free action as a reaction with a trigger you designate.

Release (manipulate) Release something you’re holding without triggering reactions.

Seek (concentrate, secret) Scan an area for signs of creatures or objects using Perception.

Sense Motive (concentrate, secret) See if a creature is lying.

Stand (move) You stand up from prone.

Step (move) Move 5 feet without triggering reactions.

Stride (move) Move up to your Speed.

Strike (attack) Attack with a weapon or unarmed attack.

Take Cover Gain cover, or get greater cover if you have cover.

SPECIALTY BASIC ACTIONS

CORE 472

Arrest a Fall Use Acrobatics to slow your fall while flying.

Avert Gaze Get a +2 circumstance bonus against visual abilities.

Burrow (move) Move up to your burrow Speed.

Fly (move) Move up to your fly Speed. Moving upward counts as traveling through difficult terrain. You can move straight down 10 feet for every 5 feet of movement you spend. If you’re airborne at the end of your turn and didn’t Fly this round, you fall.

Grab an Edge (manipulate) Try to catch something to stop a fall.

Mount (move) Get on an allied animal bigger than you to ride it.

Point Out (auditory, manipulate, visual) Reveal unobserved creature.

Raise a Shield Put up a shield to get its bonus to AC.

CORE 468

DEATH AND DYING

KNOCKED OUT When reduced to 0 HP, move your initiative to directly before the creature or effect that reduced you to 0 HP. Gain dying 1, or dying 2 if the damage came from a critical hit or your critical failure on a save. A nonlethal effect makes you unconscious at 0 HP and doesn’t give you the dying condition.

DYING You are unconscious. If you ever reach dying 4, you die. Attempt a recovery check at the start of your turn to determine whether you get better or worse. If you ever have 1 HP or more, you lose the dying condition. Any time you lose the dying condition, increase your wounded value by 1. If you take damage while dying, increase the dying value by 1 (or 2 on an enemy’s critical success or your critical failure).

RECOVERY CHECKS At the start of your turn when you’re dying, attempt a flat check (DC 10 + your dying value).

Critical Success Your dying value is reduced by 2.

Success Your dying value is reduced by 1.

Failure Your dying value increases by 1.

Critical Failure Your dying value increases by 2.

WOUNDED Any time you gain the dying condition or increase it for any reason, add your wounded value to the amount you gain or increase your dying value. The wounded condition ends if you receive HP from Treat Wounds, or if you’re restored to full HP and rest for 10 minutes.

DOOMED The maximum dying value at which you die is reduced by your doomed value. If your maximum dying value is reduced to 0, you instantly die. Your doomed value decreases by 1 each time you get a full night’s rest.

UNCONSCIOUS

CORE 459

TERRAIN Each square costs 5 extra feet of movement.

GREATER DIFFICULT TERRAIN Each square costs 10 extra feet of movement.

HAZARDOUS TERRAIN Moving through hazardous terrain deals damage.

NARROW SURFACE Flat-footed and must Balance to cross. When you’re hit or fail a save, succeed at a Reflex save or fall.

UNEVEN GROUND Flat-footed and might need to Balance or fall prone. When you’re hit or fail a save, succeed at a Reflex save or fall.

INCLINE You need to Climb to ascend an incline. You’re flat-footed while Climbing.

CORE 477

COVER Draw a line from the center of the attacker’s space or burst to the center of the target’s space.

LESSER COVER +1 circumstance bonus to AC if line passes through creatures but no objects.

COVER +2 circumstance bonus to AC, Reflex saves against area effects, and Stealth checks to Hide or Sneak. You can use Take Cover (Core 471) to increase this to greater cover.

GREATER COVER As cover, but a +4 bonus.

CORE 467, 507

HERO POINTS Give out 1 Hero Point to each PC at the start of the session. Give out roughly 1 more per hour of play, for a heroic act or a moderate or major accomplishment. Hero Points can be spent in two ways.

SPEND 1 HERO POINT to reroll a check and use the second result. This is a fortune effect.

SPEND ALL YOUR HERO POINTS to avoid death. You can do this when your dying condition would increase. Lose the dying condition and stabilize with 0 Hit Points. Don’t gain or increase your wounded value from losing the dying condition in this way, but if you already had that condition you don’t lose it or decrease it.

TREAT WOUNDS

CORE 249

Proficiency	DC	Success Healing	Critical Healing
Trained	15	2d8	4d8
Expert*	20	2d8+10	4d8+10
Master*	30	2d8+30	4d8+30
Legendary*	40	2d8+50	4d8+50

* Rolling against a higher DC is optional.



SKILL ACTIONS**CORE 233****E**xploration action, **D**owntime action**ACROBATICS** (Dex, Core 240) Balance ♦, Tumble Through ♦**Trained** Maneuver in Flight ♦, Squeeze^E**ARCANA** (Int, Core 241) Recall Knowledge ♦ (Core 238)**Trained** Borrow an Arcane Spell^E, Decipher Writing^E (Core 234), Identify Magic^E (Core 238), Learn a Spell^E (Core 238)**ATHLETICS** (Str, Core 241) Climb ♦, Force Open ♦, Grapple ♦, High Jump ♦, Long Jump ♦, Shove ♦, Swim ♦, Trip ♦**Trained** Disarm ♦**CRAFTING** (Int, Core 243) Recall Knowledge ♦ (Core 238), Repair^E**Trained** Craft^D, Earn Income^D (Core 236), Identify Alchemy^E**DECEPTION** (Cha, Core 245) Create a Diversion ♦, Impersonate^E, Lie**Trained** Faint ♦**DIPLOMACY** (Cha, Core 246) Gather Information^E, Make an Impression^E, Request ♦**INTIMIDATION** (Cha, Core 247) Coerce^E, Demoralize ♦**LORE** (Int, Core 247) Recall Knowledge ♦ (Core 238)**Trained** Earn Income^D (Core 236)**MEDICINE** (Wis, Core 248) Administer First Aid ♦♦, Recall Knowledge ♦ (Core 238)**Trained** Treat Disease^D, Treat Poison ♦, Treat Wounds^E**NATURE** (Wis, Core 249) Command an Animal ♦, Recall Knowledge ♦ (Core 238)**Trained** Identify Magic^E (Core 238), Learn a Spell^E (Core 238)**OCULTISM** (Int, Core 249) Recall Knowledge ♦ (Core 238)**Trained** Decipher Writing^E (Core 234), Identify Magic^E (Core 238), Learn a Spell^E (Core 238)**PERFORMANCE** (Cha, Core 250) Perform ♦**Trained** Earn Income^D (Core 236)**RELIGION** (Wis, Core 250) Recall Knowledge ♦ (Core 238)**Trained** Decipher Writing^E (Core 234), Identify Magic^E (Core 238), Learn a Spell^E (Core 238)**SOCIETY** (Int, Core 250) Recall Knowledge ♦ (Core 238), Subsist^D (Core 240)**Trained** Create Forgery^D, Decipher Writing^E (Core 234)**STEALTH** (Dex, Core 251) Conceal an Object ♦, Hide ♦, Sneak ♦**SURVIVAL** (Wis, Core 252) Sense Direction^E, Subsist^D (Core 240)**Trained** Cover Tracks^E, Track^E**THIEVERY** (Dex, Core 253) Palm an Object ♦, Steal ♦**Trained** Disable a Device ♦♦, Pick a Lock ♦♦**SIMPLE DCs**

Rank	DC
Untrained	10
Trained	15
Expert	20
Master	30
Legendary	40

CORE 503**DCs BY LEVEL**

Level	DC	Level	DC
0	14	13	31
1	15	14	32
2	16	15	34
3	18	16	35
4	19	17	36
5	20	18	38
6	22	19	39
7	23	20	40
8	24	21	42
9	26	22	44
10	27	23	46
11	28	24	48
12	30	25	50

Spell Level

Spell Level	DC
1st	15
2nd	18
3rd	20
4th	23
5th	26
6th	28
7th	31
8th	34
9th	36
10th*	39

* 10th-level spells are usually uncommon or rare, so their difficulty should be adjusted accordingly.

CORE 503**DC ADJUSTMENTS**

Difficulty	Adjustment
Incredibly easy	-10
Very easy	-5
Easy	-2
Hard (uncommon)	+2
Very hard (rare)	+5
Incredibly hard (unique)	+10

CORE 504**SPECIFIC SKILL DCs****CRAFT** Use a DC of the item's level, adjusted for rarity.**EARN INCOME TASKS** The task level is typically the settlement's level, and its DC uses the task level. Typical levels: village 0–1, town 2–4, city 5–7.**GATHER INFORMATION** Set a simple DC based on the notoriety of the subject; adjust upward if the character seeks in-depth information.**IDENTIFY MAGIC OR LEARN A SPELL** Use the DC for the spell or item's level, adjusted by rarity; use the incredibly hard adjustment for cursed items.**RECALL KNOWLEDGE** Set a simple DC; if the character tries again for more knowledge, adjust the DC one step higher each time until they fail or attempt an incredibly hard check.**SENSE DIRECTION** Pick a simple DC: trained in normal wilderness, expert in deep forest/underground, master or legendary in weird/surreal environments.**SOCIAL SKILLS** Use Will DC if known; if not, improvise a level.**TRACK** Select a simple DC, or a Survival DC if the quarry covers tracks.**CORE 504****CREATURE IDENTIFICATION** **CORE 506**

Use the creature's level, adjusted for rarity and fame. Success recalls a well-known attribute; critical success adds something more subtle.

Creature Trait	Skills
Aberration	Occultism
Animal	Nature
Astral	Occultism
Beast	Arcana, Nature
Celestial	Religion
Construct	Arcana, Crafting
Dragon	Arcana
Elemental	Arcana, Nature
Ethereal	Occultism
Fey	Nature
Fiend	Religion
Fungus	Nature
Humanoid	Society
Monitor	Religion
Ooze	Occultism
Plant	Nature
Spirit	Occultism
Undead	Religion

DETECTING CREATURES

OBSERVED A creature you're observed by knows where you are and can target you normally.

CONCEALED A creature that you're concealed from must succeed at a DC 5 flat check when targeting you with a non-area effect.

HIDDEN A creature you're hidden from knows the space you're in. It is flat-footed to you, and must succeed at a DC 11 flat check to affect you. You can Hide to become hidden, and Seek to find hidden creatures.

UNDETECTED When you are undetected by a creature, it's flat-footed to you, can't see you, has no idea what space you occupy, and can't target you. It can try to guess your square by picking a square and attempting an attack. This works like targeting a hidden creature, but the flat check and attack roll are rolled in secret by the GM.

UNNOTICED A creature you're unnoticed by is totally unaware of your presence.

INVISIBLE You're undetected by everyone. You can't become observed while invisible except via special abilities or magic.

EXPLORATION ACTIVITIES

CORE 479

You must move at half speed to use any of these activities.

Avoid Notice Use Stealth to avoid being noticed.

Defend Raise a Shield before your first turn begins.

Detect Magic (concentrate) Detect magic at regular intervals.

Follow the Expert (audible, concentration, visual) Gain bonus with a skill from an expert ally. Add your level if untrained, and get +2 circumstance bonus (+3 if ally is master, +4 if ally is legendary).

Hustle Move at double Speed for up to $\text{Con} \times 10$ minutes (minimum 10 minutes).

Investigate (concentrate) Use Recall Knowledge to discover clues.

Repeat a Spell (concentrate) Repeatedly cast the same spell, or continue Activation or Sustain a Spell.

Scout (concentrate) Party members get +1 circumstance bonus to their initiative rolls.

Search (concentrate) Seek for hidden doors and hazards.



CORE 465

FALLING DAMAGE

When you fall more than 5 feet, take bludgeoning damage equal to half the distance you fell. If you take any damage, you land prone. If you fall into water or a soft substance, calculate damage as though the fall were 20 feet shorter, 30 if you intentionally dove in (up to the depth of the substance).

STRUCTURES

CORE 515

Door	Climb DC	Hardness, HP (BT)
Wood	20	10, 40 (20)
Stone	30	14, 56 (28)
Reinforced wood	15	15, 60 (30)
Iron	30	18, 72 (36)
Wall	Climb DC	Hardness, HP (BT)
Crumbling masonry	15	10, 40 (20)
Wooden slats	15	10, 40 (20)
Masonry	20	14, 56 (28)
Hewn stone	30	14, 56 (28)
Iron	40	18, 72 (36)
Portcullis	Climb DC	Hardness, HP (BT)
Wood	10	10, 40 (20)
Iron	10	18, 72 (36)

FORCE OPEN

CORE 515

Structure	Force Open DC
Stuck door or window	15
Exceptionally stuck	20
Lift wooden portcullis	20*
Lift iron portcullis	30*
Bend metal bars	30

* Use the Thievery DC of the locking mechanism if it's higher.

TRAVEL SPEED

CORE 479

Speed	Feet per Minute	Miles per Hour	Miles per Day
10 feet	100	1	8
15 feet	150	1-1/2	12
20 feet	200	2	16
25 feet	250	2-1/2	20
30 feet	300	3	24
35 feet	350	3-1/2	28
40 feet	400	4	32

ENVIRONMENTAL DAMAGE

CORE 512

Category	Damage
Minor	1d6-2d6
Moderate	4d6-6d6
Major	8d6-12d6
Massive	18d6-24d6

XP AWARDS

Accomplishment	XP Award
Minor	10 XP
Moderate*	30 XP
Major*	80 XP

* Typically awards a Hero Point as well.

CORE 508

Adversary or Hazard Level	XP for Simple Hazard	XP for Creature or Complex Hazard
Party level - 4	2 XP	10 XP
Party level - 3	3 XP	15 XP
Party level - 2	4 XP	20 XP
Party level - 1	6 XP	30 XP
Party level	8 XP	40 XP
Party level + 1	12 XP	60 XP
Party level + 2	16 XP	80 XP
Party level + 3	24 XP	120 XP
Party level + 4	32 XP	160 XP

ENCOUNTER BUDGET

CORE 489

Difficulty	XP Budget	Character Adjustment
Trivial	40 or less	10 or less
Low	60	15
Moderate	80	20
Severe	120	30
Extreme	160	40

ELITE ADJUSTMENT

BESTIARY 6

- Add 2 to AC, attack bonus, DCs, saves, Perception, and skills.
- Add 2 to damage for Strikes and offensive abilities, or 4 for abilities that can be used only a limited number of times.
- Increase HP using this table:

Starting Level	HP Increase
1 or lower	10
2-4	15
5-19	20
20+	30

WEAK ADJUSTMENT

BESTIARY 6

- Subtract 2 from AC, attack bonus, DCs, saves, Perception, and skills.
- Subtract 2 from damage for Strikes and offensive abilities, or 4 for abilities that can be used only a limited number of times.
- Decrease HP using this table:

Starting Level	HP Decrease
1-2	10
3-5	15
6-20	20
21+	30



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