

## PF2 Conditions

**Flat-Footed** You're unable to defend yourself well, taking a -2 circumstance penalty to AC. Flanking makes you *flat-footed* only to creatures flanking you, but some effects will make you *flat-footed* to everything.

**Frightened** You take a status penalty equal to your *frightened* value to all of your checks and DCs. At the end of your turn, the value of your *frightened* condition decreases by 1.

**Grabbed** You're held in place by another creature. You're unable to move and are *flat-footed*. If you use a manipulate action while grabbed, you must succeed at a DC 5 flat check.

**Persistent Damage** You take damage at the end of your turn as long as you have this condition. After taking *persistent damage*, roll a DC 15 flat check to see if you recover from the *persistent damage*. If you succeed, the condition ends. If someone aids you, the DC is 10.

**Proned** You're lying on the ground, you are *flat-footed* and take a -2 circumstance penalty to attack rolls. Standing up ends this condition.

**Restrained** You can't move and are *flat-footed*. You can only attempt to Escape.

**Sickened** You feel ill. You take a status penalty equal to this value on all your checks and DCs. You can't willingly inject anything. You can attempt a single action to recover, making a Fortitude check against the effect that made you *sickened*. On a success, reduce *sickened* value by 1 (or 2 on a critical success).

**Fatigued** You are tired, taking a -1 status penalty to AC and saving throws. You recover after a full night's rest.

**Blinded** You can't see. All terrain is difficult terrain. You automatically fail Perception checks requiring sight. Immunity to visual effects.

**Clumsy** You take a status penalty equal to the condition value to Dexterity-based checks and DCs.

**Concealed** Must make a DC 5 flat check to attack a *concealed* target.

**Dazzled** All creatures are *concealed* to you.

**Deafened** You automatically fail Perception checks that require hearing. You take -2 status penalty to Perception checks for Initiative and checks involving sounds. If you perform actions with auditory traits, roll a DC 5 flat check or the action is lost.

**Stupefied** You take a status penalty equal to your *stupefied* value to Intelligence-, Wisdom-, and Charisma-based checks and DCs. Any time you attempt to Cast a Spell while *stupefied*, the spell is disrupted unless you succeed at a flat check with a DC equal to 5 + *stupefied* value.

**Cover** Behind an obstacle, granting a +2 circumstance bonus to AC, Reflex saves vs AOE, and to Stealth checks to Hide/Sneak/avoid detection.

**Light Cover** As *cover*, but behind a less hard obstacle (such as a creature) and only grants +1 bonus to AC.

**Greater Cover** As *cover*, but +4 circumstance bonus.

## Relicborne Saga PF2 Cheat Sheet

### On Your Turn

At the start of your turn, regain your 3 actions and 1 reaction



You can use basic actions, those from your known feats or class abilities, or from those from the PF2 Core Rulebook.

**Stride** ♦ (move) Move your Speed.

**Strike** ♦ (attack) Attack with a weapon or unarmed attack. The multiple attack penalty is -5 on your second attack, -10 on your third (or -4 and -8 respectively, with agile weapons).

**Cast a Spell** ♦ to ♦♦♦ Cast a spell you have prepared.

**Step** ♦ (move) Move 5 feet without triggering reactions.

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

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

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

**Stand** ♦ (move) Stand from prone.

**Seek** ♦ (concentrate) Scan an area using Perception.

**Sustain a Spell** ♦ Extend a spell until the end of the next turn.

**Take Cover** ♦ Gain *cover* (or *greater cover* if have *cover*)

### Checks

**D20 + Statistic** (including bonuses and penalties).

Compare to the DC to determine success:

**Critical Success** Exceed the DC by 10 or more.

**Success** Meet or exceed the DC.

**Failure** Get lower than the DC.

**Critical Failure** Get 10 below the DC or lower.

**Rolling a 20 or 1** If you roll a 20 on the die, increase the degree of success by one step. If you roll a 1 on the die, decrease the degree by one step.

**DCs** Difficulty Class is the target number for a check.

Add 10 to a statistic to turn it into a DC.

### Hero Points

At the beginning of the module, you get 1 Hero Point.

**Reroll check** (fortune) Spend 1 Hero Point to reroll a check and use the second result.

**Heroic Recovery** As soon as you die, spend all Hero Points to lose the dying condition, stabilize with 0 HP, and not increase your wounded condition.



Instructions: Cut out along the **thick black line**. Fold between the titles of each card, “Relicborne Saga PF2 Cheat Sheet,” and “PF2 Conditions.”

Optional: Laminate the folded card to protect and write upon the card with a dry-erase marker.

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