Pathfinder 2e Remaster Actions & Activities Cheat Sheet (rev. 7)

Legend

❖	One Action	❖❖	Two Actions	❖❖❖	Three Actions
◈	Free Action	⟳	Reaction		
A	Attack	Au	Auditory	C	Concentrate
D	Downtime	De	Detection		
E	Exploration	Em	Emotion	F	Fortune
Fe	Fear	H	Healing		
L	Linguistic	M	Move	Ma	Manipulate
Me	Mental	S	Secret Check		
T	Trained Action	V	Visual				

Basic Actions (Common)

Stride^M ❖	Move up to your Speed.	
Strike^A ❖	Attack with a weapon or unarmed attack.	
Cast a Spell ❖, ❖❖, ❖❖❖, ◈, or ⟳	Cast a spell you have prepared, or that is in your repertoire.	
Step^M ❖	Carefully move 5 feet without triggering move-based Reactions.	
Interact^{Ma} ❖	• Draw, put away, or swap an item. • Pick up an item from the ground. • Pass off or take a held item from a willing creature.	• Detach a shield. • Change your grip. • Retrieve a stowed item.
Raise a Shield ❖	Put up a shield to get its bonus to AC.	
Release^{Ma} ◈	Release something you're holding, without triggering Reactions.	

Basic Actions (Uncommon)

Activate an Item ❖, ❖❖, ❖❖❖, ◈, or ⟳	Call forth the effect of an item by properly activating it. This takes a variable number of Actions, as listed in the item's stat block.
Aid ❖ + ⟳	Spend an Action to prepare to help, then use a Reaction to try to help your ally with a task. (DC 15, typically)
Delay ◈	Permanently change your Initiative to a new position in the order. You can not use Reactions until you return to the Initiative order.
Dismiss^C ❖	End an effect that states you can Dismiss it.
(Dis)Mount^M ❖	Move onto a willing creature and ride it, or dismount it.
Ready^C ❖❖	Prepare to take a single/Free Action as a Reaction with a given trigger.
Sustain a Spell^C ❖	Extend one spell, that has a sustained duration or lists a special benefit when you Sustain it, until the end of your next turn.
Sustain an Activation^C ❖	Extend one magic item activation, that has a sustained duration or lists a special benefit when you Sustain it, until the end of your next turn.
Take Cover ❖	Gain standard cover. (+2 AC/Reflex Saves vs. AOEs/Stealth Checks to Hide, Sneak, etc.) If you have standard cover, use this Action to increase to greater cover. (+4 AC/Reflex Saves vs. AOEs/Stealth Checks to Hide, Sneak, etc.)

Basic Actions (Situational)

Arrest a Fall ⟳	If flying, attempt to slow your fall. (Acrobatics Check/Reflex Save vs. DC 15, typically)	
Avert Gaze ❖	Gain a bonus to Saves against visual abilities that require you to look at a creature or object, until the start of your next turn. (+2 Circumstance Bonus)	
Burrow^M ❖	Dig your way through dirt, sand, or a similar loose material at a rate up to your burrow Speed. (Requires burrow Speed)	
Crawl^M ❖	Move 5 feet by crawling and continue to stay prone.	
Drop Prone^M ❖	Fall prone.	
Escape^A ❖	Attempt to escape from being grabbed, immobilized, or restrained. (Unarmed attack modifier/Acrobatics Check/Athletics Check)	
Grab an Edge^{Ma} ⟳	Try to catch an edge to stop a fall. (Acrobatics Check/Reflex Save vs. Climb DC)	
Leap^M ❖	• Jump horizontally 10 feet; 15 feet if your Speed is at least 30 feet. (Athletics Check) • Jump vertically 3 feet and horizontally 5 feet. (Athletics Check)	
Point Out^{Au,Ma,V} ❖	Indicate a creature that you can see to one or more allies, gesturing in a direction and describing the distance verbally.	
Ready^C ❖❖	Prepare to use an Action that will occur outside your turn. Choose a single Action or Free Action you can use, and designate a trigger. Your turn then ends.	
Seek^{C,S} ❖	Scan an area for signs of creatures, objects, secret doors, or hazards. (Perception Check vs. Stealth DC)	
Sense Motive^{C,S} ❖	Try to tell whether a creature's behavior is abnormal. (Perception Check vs. Deception DC)	
Stand^M ❖	Stand up from prone.	

Hero Points

Reroll a Check^F	Spend 1 Hero Point to reroll a Check. You must use the second result.
Heroic Recovery	Spend all your Hero Points (minimum 1) to lose the Dying Condition. Stabilize at 0 HP. Do not gain nor increase the Wounded Condition.

Skill Actions

Acrobatics	Balance[M] ◆	Move across a narrow surface or uneven ground. (vs. Balance DC)
	Tumble Through[M] ◆	Stride up to your Speed through the space of one enemy. (vs. Reflex DC)
	Maneuver in Flight[M,T] ◆	Try a difficult maneuver. (Requires fly Speed)
Arcana	Recall Knowledge[C,S] ◆	Try to remember a bit of knowledge.
Athletics	Climb[M] ◆	Move up to 5 feet up, down, or across an incline.
	Force Open[A] ◆	Attempt to forcefully open a door, window, container or heavy gate. (Without Crowbar: -2 Item Penalty)
	Grapple[A] ◆	Attempt to grab a creature or object. (Requires at least one free hand; vs. Fortitude DC)
	High Jump[M] ◆◆	Stride, then attempt to jump vertically. Must Stride at least 10 feet, or you automatically fail. (DC 30, typically)
	Long Jump[M] ◆◆	Stride, then attempt to make a long jump in the direction you were Striding. Must Stride at least 10 feet, or you automatically fail. (DC 15, typically)
	Reposition[A] ◆	Muscle a creature or object around. (vs. Fortitude DC)
	Shove[A] ◆	Push a creature away from you. (vs. Fortitude DC)
	Swim[M] ◆	Move up to 10 feet through water. Increase the maximum possible distance by 5 feet every 20 feet of Speed above 20 feet.
	Trip[A] ◆	Try to knock a creature to the ground. (vs. Reflex DC)
	Disarm[A,T] ◆	Try to knock an item out of a creature's grasp. (vs. Reflex DC)
Crafting	Recall Knowledge[C,S] ◆	Try to remember a bit of knowledge.
Deception	Create a Diversion[Me] ◆	Attempt to create a diversion that draws creatures' attention elsewhere. (vs. Perception DC)
	Lie[Au,C,L,Me,S] ◆◆◆	Try to fool someone with an untruth. Doing so takes at least 1 round or longer. (vs. Perception DC)
	Feint[Me,T] ◆	With a misleading flourish, you leave an opponent unprepared for your real attack. (vs. Perception DC)

Diplomacy	Request[Au,C,L,Me] ◆	Make a request of a creature that's friendly or helpful.
Intimidation	Demoralize[Au,C,Em,Fe,Me] ◆	Target is Frightened 1. Critical Success: Frightened 2. (vs. Will DC)
Lore	Recall Knowledge[C,S] ◆	Try to remember a bit of knowledge.
Medicine	Administer First Aid[Ma] ◆◆	Attempt to Stabilize or Stop Bleeding an adjacent creature. If both, choose one.
	Recall Knowledge[C,S] ◆	Try to remember a bit of knowledge.
	Treat Poison[Ma,T] ◆	Treat a patient to prevent the spread of poison. (vs. Poison DC)
Nature	Command an Animal[Au,C] ◆	Issue an order to an animal. (vs. Will DC)
	Recall Knowledge[C,S] ◆	Try to remember a bit of knowledge.
Occultism	Recall Knowledge[C,S] ◆	Try to remember a bit of knowledge.
Performance	Perform[C] ◆	Use in conjunction when you want to prove your capability or impress someone quickly.
Religion	Recall Knowledge[C,S] ◆	Try to remember a bit of knowledge.
Society	Recall Knowledge[C,S] ◆	Try to remember a bit of knowledge.
Stealth	Conceal an Object[Ma,S] ◆	Hide a small object (of light bulk) on your person. (vs. Perception DC)
	Hide[S] ◆	Huddle behind standard/greater cover or deeper into concealment to become hidden. (vs. Perception DC)
	Sneak[M,S] ◆	Attempt to Stride up to half your Speed to another place while becoming or staying undetected. (vs. Perception DC)
Thievery	Palm an Object[Ma] ◆	Attempt to pick up a small, unattended object and try not to be noticed. (vs. Perception DC)
	Steal[Ma] ◆	Try to take a small object from another creature without being noticed. (vs. Perception DC)
	Disable a Device[Ma,T] ◆◆	Attempt to disarm a trap or another complex device. (Situational: thieves' toolkit)
	Pick a Lock[Ma,T] ◆◆	As Disable a Device, but DC is determined by complexity and construction of the lock. (Requires thieves' toolkit)

General Exploration Activities

Avoid Notice[E]	Move at half speed. (Stealth Check vs. Perception DC; use Stealth for Initiative)
Defend[E]	Move at half your travel speed with your shield raised. If combat breaks out, you gain the benefits of Raising a Shield before your first turn begins.
Detect Magic[C,De,Ma] ◆◆	Send out a pulse that registers the presence of magic.
Follow the Expert[Au,C,E,V]	Choose an ally attempting a recurring skill Check. Attempt to match their tactic or attempt similar skill Checks. Ally must be at least an Expert in that skill and must be willing to provide assistance. Add your level as a proficiency bonus to the associated skill Check, even if you're untrained. Additionally, gain a circumstance bonus based on your ally's proficiency (+2 for Expert, +3 for Master, and +4 for Legendary).
Hustle[E,M]	Move at double your travel speed equal to your Constitution modifier × 10 minutes (minimum 10 minutes). Groups use lowest Constitution modifier among everyone.
Investigate[C,E,S]	Seek out information about your surroundings while traveling at half speed. Use the Recall Knowledge Action at GM's discretion.
Refocus[C,E]	Spend 10 minutes performing deeds to restore your magical connection. This restores 1 Focus Point to your focus pool.
Repeat a Spell[C,E]	Repeatedly cast the same spell while moving at half speed. Typically, this spell is a cantrip.
Scout[C,E]	Scout ahead and behind the group to watch danger, moving at half speed. (+1 to party's Initiative rolls at the start of the next encounter)
Search[C,E,S]	Seek meticulously for hidden doors, concealed hazards, and so on at half speed or slower for more thorough searches.

Downtime Activities

Craft[D,Ma]	Make an item from raw materials. (Crafting Check)
Create Forgery[D,S]	Create a forged document. (Society Check)
Earn Income[D,T]	Use one of your skills to make money during downtime. (Crafting, Lore, Performance, or others Check)
Long-Term Rest[D]	Spend an entire day and night resting to recover Hit Points equal to your Constitution modifier (minimum 1) × double your level.
Retraining[D]	Retrain feats, skills, and some select class features.
Subsist[D]	Try to provide food and shelter for yourself, and possibly others as well, with a standard of living described in Chapter 6 of Player Core 1. (Society or Survival Check)
Treat Disease[D,Ma]	Spend at least 8 hours caring for a diseased creature. (Medicine Check vs. Disease's DC)

Skill Exploration Activities

Borrow an Arcane Spell[C,E]	Attempt to prepare a spell from someone else's arcane spellbook, arcane witch familiar, or the like. Must be an arcane spellcaster who prepares spells. (Arcana Check vs. DC based on spell rank and rarity)
Coerce[Au,C,Em,E,L,Me]	With threats either veiled or overt, you attempt to bully a creature into doing what you want. (Intimidation Check vs. Will DC)
Cover Tracks[C,E,M,T]	Move half your travel Speed, using the rules in Chapter 8 of GM Core. (Survival Check vs. your Survival DC)
Decipher Writing[C,E,S,T]	Attempt to decipher complicated writing or literature on an obscure topic. (Arcana, Occultism, Religion, or Society Check)
Gather Information[E,S]	Canvass local markets, taverns, and gathering places in an attempt to learn about a specific individual or topic. (Diplomacy Check)
Identify Alchemy[C,E,S,T]	Identify the nature of an alchemical item with 10 minutes of testing. (Requires alchemist's toolkit)
Identify Magic[C,E,S,T]	Once an item, location, or ongoing effect is discovered to be magical, spend 10 minutes to try to identify the particulars of its magic. (Arcana, Nature, Occultism, or Religion Check)
Impersonate[C,E,Ma,S]	Create a quick, simple disguise to pass yourself off as someone or something you are not. A convincing disguise takes 10 minutes and requires a disguise kit. (Perception Check vs. your Deception DC)
Learn a Spell[C,E,T]	Gain access to a new spell of your tradition. If you can cast spells of multiple traditions, you can Learn a Spell of any of those traditions. (Arcana, Nature, Occultism, or Religion Check)
Make an Impression[Au,C,E,L,Me]	With at least 1 minute of conversation, seek to make a good impression on someone to make them temporarily agreeable. (Diplomacy Check vs. Will DC)
Repair[E,Ma]	Attempt to fix a damaged item, placing the item on a stable surface. (Requires repair toolkit with both hands; Crafting Check)
Sense Direction[E,S]	Stay oriented in the wild. (Survival Check; -2 if no compass)
Squeeze[E,M,T]	Squeeze through an exceptionally small space. (Acrobatics Check)
Track[C,E,M,T]	Follow tracks, moving at up to half your travel Speed, using the rules in Chapter 8 of GM Core. (Survival Check)
Treat Wounds[E,H,Ma,T]	Spend 10 minutes treating one injured living creature. Spend 1 hour to double the amount healed. You may target yourself, if you choose. Regardless of success or failure, target is then temporarily immune to Treat Wounds for 1 hour. DC may be adjusted at GM's discretion.

Medicine Check DC	Proficiency Required	Healing
15	Trained	2d8
20	Expert	2d8 + 10
30	Master	2d8 + 30
40	Legendary	2d8 + 50

Success: Target is healed according to above values, and loses the Wounded Condition.
Critical Success: All above values increase from 2d8 to 4d8 Hit Points, and target loses the Wounded Condition.
Critical Failure: Target takes 1d8 damage.

CRITICAL SPECIALIZATION EFFECTS

Axe	Choose one creature adjacent to the initial target and within reach. If its AC is lower than your attack roll result for the critical hit, you deal damage to that creature equal to the result of the weapon damage die you rolled (before doubling; without bonuses).
Bomb	Increase the radius of the bomb's splash damage (if any) to 10 feet.
Bow	If the target of the critical hit is adjacent to a surface, it gets stuck to that surface by the missile. The target is immobilized, and must spend an Interact Action to attempt to pull the missile free. (DC 10 Athletics Check)
Brawling	Target is Slowed 1 until the end of your next turn. (Fortitude Save vs. your class DC)
Club	Knock the target away from you up to 10 feet in a direction of your choice. This is a forced movement.
Crossbow	Target takes 1d8 persistent bleed damage + the weapon's item bonus to attack rolls.
Dart	Target takes 1d6 persistent bleed damage + the weapon's item bonus to attack rolls.
Firearm	Target is Stunned 1. (Fortitude Save vs. your class DC)
Flail	Target is knocked prone. (Reflex Save vs. your class DC)
Hammer	Target is knocked prone. (Fortitude Save vs. your class DC)
Knife	Target takes 1d6 persistent bleed damage + the weapon's item bonus to attack rolls.
Pick	Target takes 2 additional damage per weapon damage die.
Polearm	Target is moved 5 feet in a direction of your choice. This is a forced movement.
Shield	You forcefully knock the target back from you 5 feet. This is a forced movement.
Sling	Target is Stunned 1. (Fortitude Save vs. your class DC)
Spear	Target is Clumsy 1 until the start of your next turn.
Sword	Target is made off-balance by your attack, becoming off-guard until the start of your next turn.

WEAPON TRAITS

Agile	MAP on 2nd & 3rd attacks with this weapon are -4 and -8, respectively.
Attached	This weapon must be combined with another piece of gear to be used. You must be wielding or wearing the item the weapon is attached to in order to attack with it.
Backstabber	When you hit an off-guard creature, deal an extra 1 precision damage.
Backswing	Upon missing an attack on your turn, gain a +1 circumstance bonus to your next attack with this weapon before the end of your turn.
Concealable	Hide or conceal a weapon with this trait. (+2 to Stealth Checks and DCs)
Deadly	On a critical hit, after doubling damage, add damage die of the listed size.
Disarm	Disarm a creature. (Athletics Check + weapon's item bonus)
Fatal	On a critical hit, use the listed Fatal die size, then add one additional Fatal damage die.
Finesse	Choose to use your Dexterity modifier instead of your Strength modifier on attack rolls.
Forceful	When you attack more than once on your turn, the 2nd attack adds a circumstance bonus to damage equal to the number of weapon dice. Each attack after that adds a circumstance bonus to damage equal to double the number of weapon dice.
Free-Hand	This weapon doesn't take up your hand. A free-hand weapon can't be Disarmed.

WEAPON TRAITS (CONT.)

Grapple	Grapple a creature, even if you don't have a free hand. Use the weapon's reach if different from your own. (Athletics Check + weapon's item bonus)
Hampering	After a successful hit, use an Interact Action to give the target a -10 foot circumstance penalty to all Speeds. The penalty ends after the target takes a move action, at the start of your next turn, if you attack with the weapon, or if you move out of reach of the target, whichever comes first.
Jousting	When mounted, move at least 10 feet before an attack. Add a circumstance bonus to damage equal to the number of damage dice for the weapon. In addition, while mounted, you can wield the weapon in one hand, changing the damage die to the listed value.
Modular	Spend an Interact Action to switch between the weapon's configurations.
Monk	Many monks learn to use these weapons.
Nonlethal	Attacks with this weapon are used to knock creatures unconscious.
Parry	Spend one Action to gain a +1 circumstance bonus to AC until start of next turn.
Propulsive	Add half your Strength modifier (if positive) to damage rolls.
Ranged Trip	Trip a creature within the weapon's first range increment. (Athletics Check at a -2 penalty + weapon's item bonus)
Razing	Upon dealing damage to an object, structure, or vehicle, the object takes an amount of additional damage equal to double the number of weapon damage dice.
Reach	Attack enemies up to 10 feet away instead of only adjacent enemies. For creatures with reach, the weapon increases their reach by 5 feet.
Shove	Shove a creature even if you don't have a free hand. Use the weapon's reach if different from your own. (Athletics Check + weapon's item bonus)
Sweep	Gain a +1 circumstance bonus to the attack roll if you already attempted to attack a different target this turn using this weapon.
Tethered	If you have a free hand (including if you've just thrown a two-handed tethered weapon and have a hand holding nothing but the weapon's tether), spend an Interact Action to pull the weapon back into your grasp after you have thrown it as a ranged attack or after it has been disarmed (unless it's being held by another creature).
Thrown	You can throw this weapon as a ranged attack. Add your Strength modifier to damage.
Trip	Use this weapon to trip a creature. (Athletics Check + weapon's item bonus)
Twin	Gain bonus to damage roll equal to number of damage dice. Must have previously attacked with a different weapon of the same type this turn. (Requires weapons used as a pair)
Two-Hand	When wielding this weapon with two hands, damage die changes to indicated value.
Unarmed	Use your body to make a strike. It is not a weapon and can not be Disarmed.
Versatile	Choose to deal the alternate damage type listed.
Volley	-2 Penalty to attacks against targets that are at a distance within the range listed.