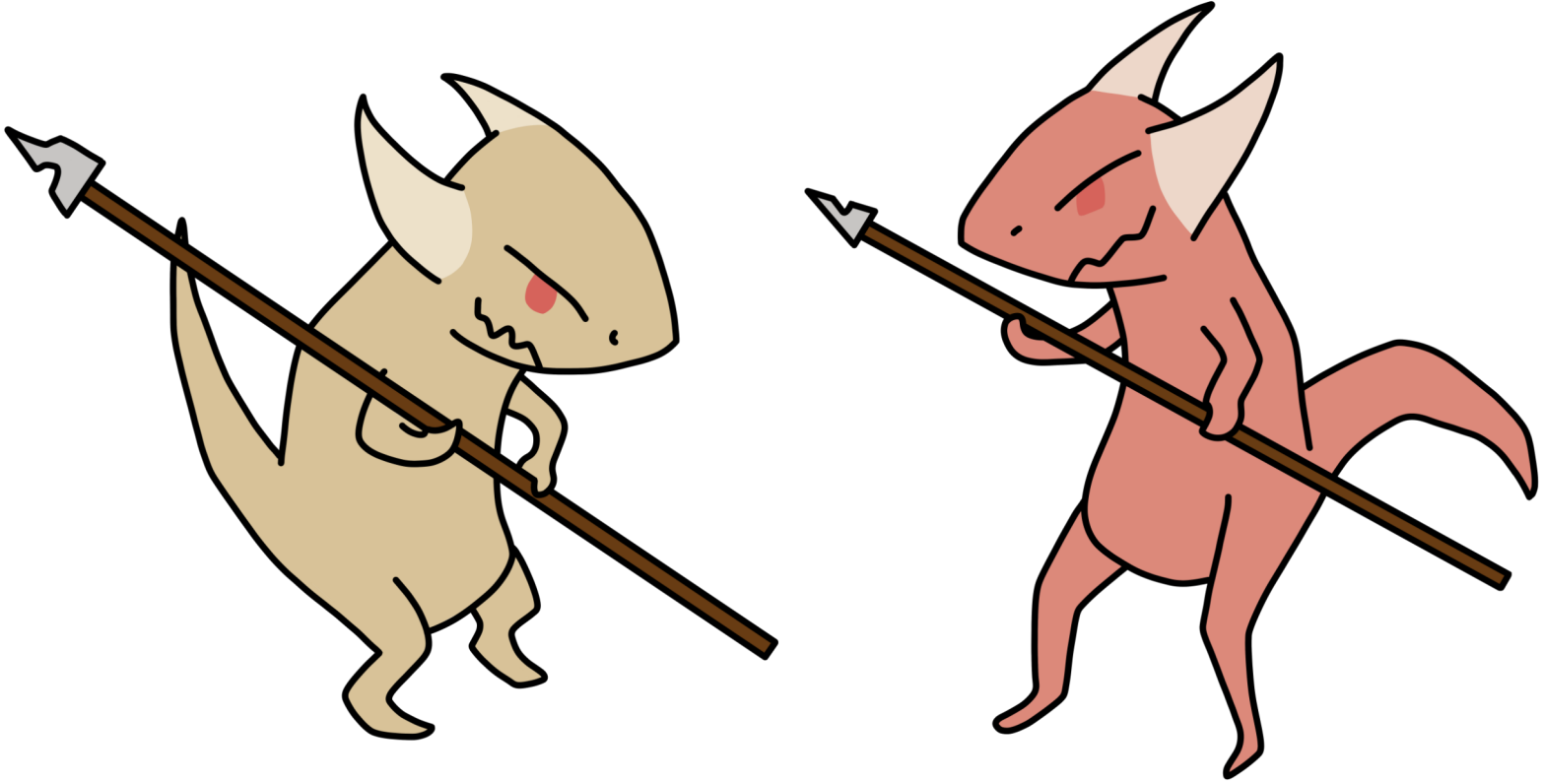

Simply PF2E

VOL 1: INTRO TO PATHFINDER 2E

BY QUINN STONE

ELDRITCH OSIRIS GAMES

SIMPLY PF2E VOL 1

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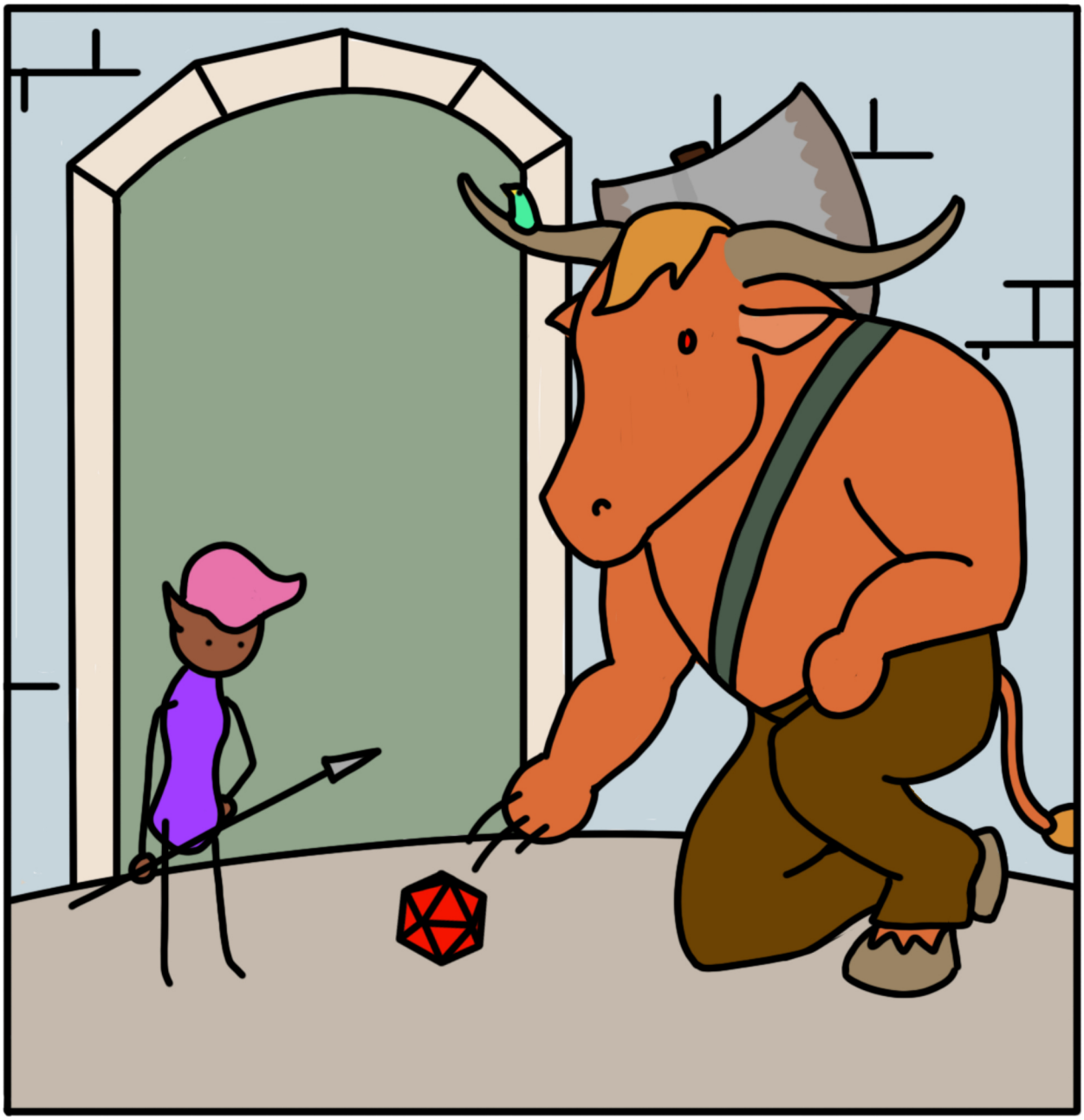
WHAT IS SIMPLY PF2E?

Simply PF2e brings bite sized rules and tips for Pathfinder 2e as an introduction to new adventurers with a focus on readability to those with ADHD, Dyslexia, and other obstacles.

Panels on rules, classes, and Golarion lore every Monday, Wednesday, and Friday on simplypf2e.com and the week's panels are posted on Reddit on Fridays where conversation and clarification of panels are encouraged!

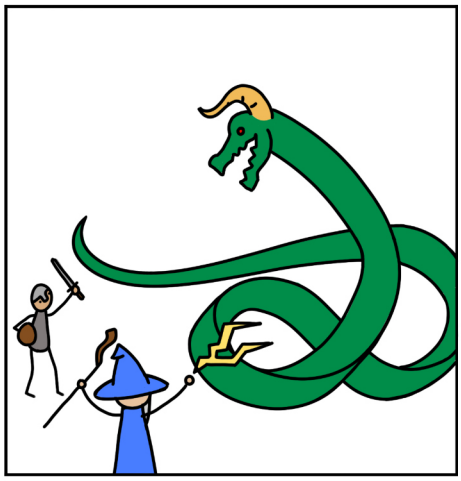


GAME MODES

Game Modes

There are three modes of gameplay.

Encounter Mode

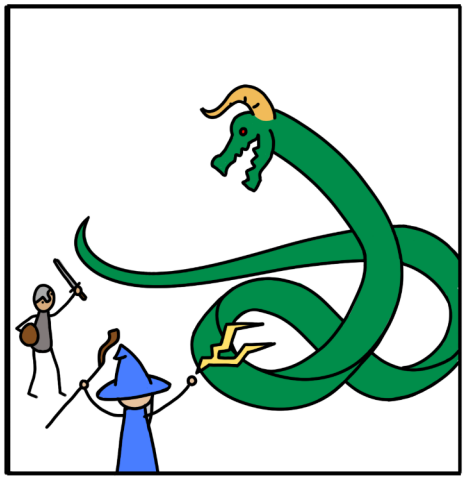


Exploration Mode

Downtime Mode

Game Modes - CRB pg 443

Encounter Mode



Encounter mode starts for everyone when anyone enters an encounter.

Time is decided into rounds roughly 6 seconds long.

Most participants will have 3 actions.

Participants can include...

Player Characters

Non-Player Characters

and Hazards

Encounter Mode - CRB pg 468

Exploration Mode

Time in exploration mode is free-form and can minutes, hours, or even days.

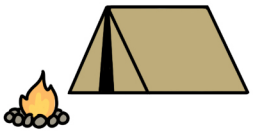
The GM determines how much time passes for activities.

Activities for exploration mode can include...

Traveling

Role-Play

Overcoming Obstacles



Rest and Daily Preparations

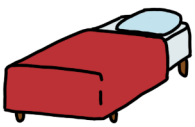
Exploration Mode - CRB pg 479

Downtime Mode

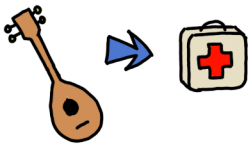
Usually played as long forms of time, such as day-by-day or over the course of a week.

Settings are relatively safe, such as cities or settlements.

Activities for downtime mode can include...

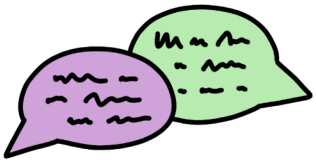


Long-Term Rest



Retraining

Earning Income

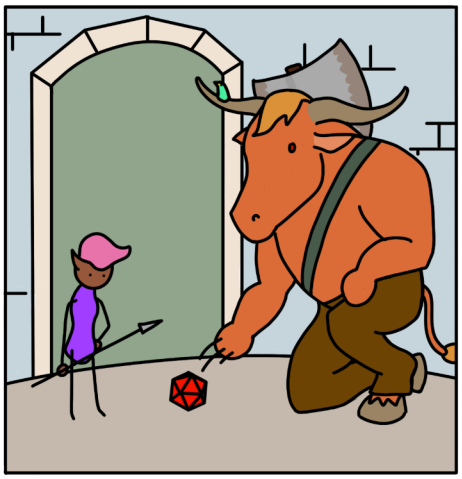


Forming Connections

Exploration Mode - CRB pg 479

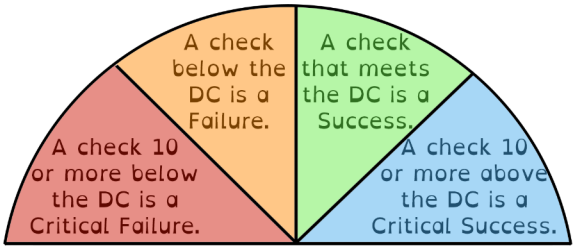
PLAYING THE GAME

Checks and DCs



- Checks are when a Player or GM rolls a d20 to see if a task succeeds or fails.
- Difficulty Class (DC) is the number that a check must meet to succeed.
- To make a check, roll a d20, add any modifiers or penalties, and compare the result with the DC.
- Sometimes rolls can critically succeed or critically fail. This is called the Degree of Success.

Rolling a 1 on the d20 will make the Degree of Success go down one bracket.



Rolling a 20 on the d20 will make the Degree of Success go up one bracket.

Checks and DCs - CRB pg 443

Traits

Traits help show common rules for abilities, spells, creatures, items, and game mechanics.

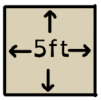
For example...

The spells Burning Hands and Scorching Ray both have the Fire trait. That means both spells share the rules for the Fire trait.

The Leshy ancestry has the Uncommon, Leshy, and Plant traits. This shows the Leshy's rarity, creature type, and that it is a plant.

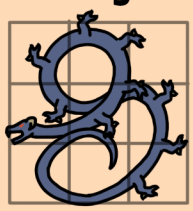
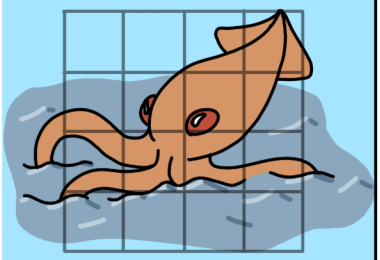
Glossary and Index - CRB pg 628

Size and Space



One square of space is equal to 5 feet.

Creatures and objects of different sizes occupy different amounts of space.

Tiny	Small	Medium	Large	Huge	Gargantuan
					
Takes up less than 5ft. Can have 4 in one square, sometimes more.	5ft	5ft	10ft	15ft	20ft or more

Size and Space - CRB pg474

Abilities and Modifiers

Ability scores represent a character's capabilities.

Physical

Strength
Physical power

Dexterity
agility, balance, and reflexes

Constitution
health and stamina

Mental

Intelligence
learning and reasoning

Wisdom
common sense, awareness, and intuition

Charisma
personal magnetism and force of personality

Ability scores are used to determine ability modifiers.

Ability modifiers are added to many character statistics.

Ability Score	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Ability Modifier	-5	-4		-3		-2		-1		0		+1		+2		+3		+4		+5	

Ability Scores and Modifiers - CRB pg 19

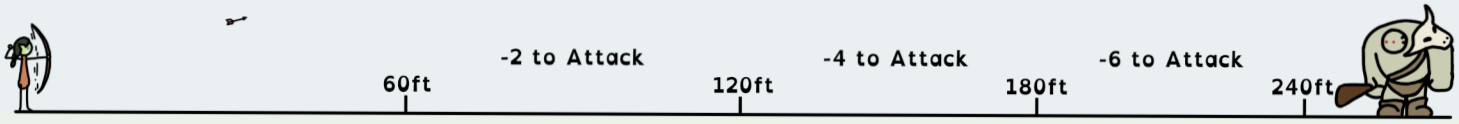
Range

Range is how far an effect can occur.

Thrown and ranged weapons have a range increment.

Ranged attacks take penalties as they go farther away.

Let's take the Shortbow for example.



A shortbow has a range of 60ft.

The attack gets a -2 penalty every 60 feet after the first range increment.

Up to a -10 penalty. Attacks six times further than the weapon's range are impossible.

Range - CRB pg 455

Reach

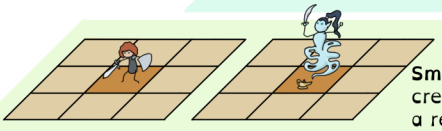
Reach is how far or high you can physically reach with your body or weapon.

Melee Strikes rely on reach.

Creatures that are tall typically have a longer reach than creatures that are long.

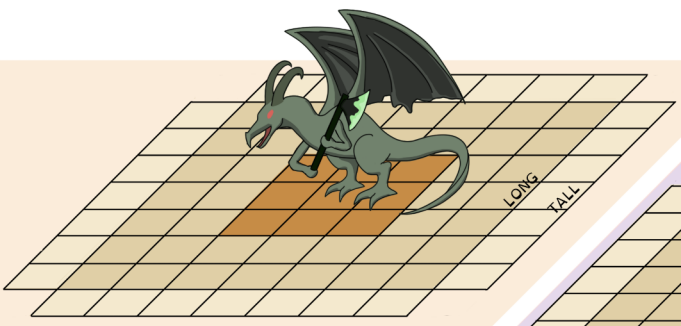
Here are the general reaches for creatures sizes, but reach can vary between a creature's attacks.

Tiny creatures have a reach of 0ft and must occupy a target's space to hit them.

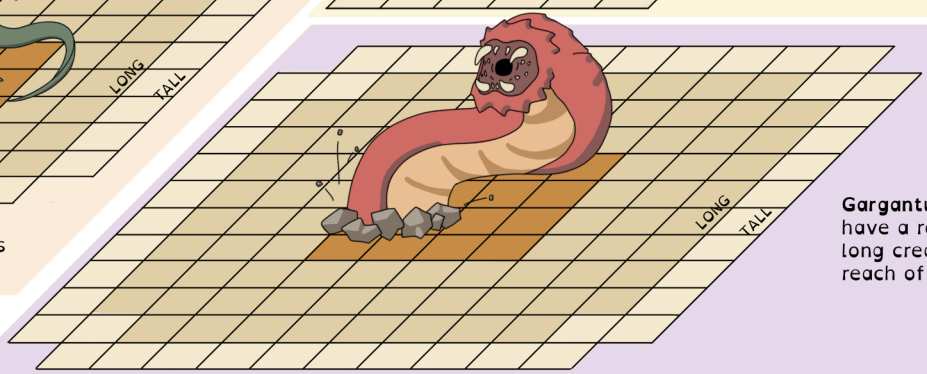


Small and Medium creatures generally have a reach of 5ft.

Large creatures generally have a reach of 10ft, though long creatures may have a reach of 5ft.



Huge creatures generally have a reach of 15ft, though long creatures may have a reach of 10ft.



Gargantuan creatures generally have a reach of 20ft, though long creatures may have a reach of 15ft.

Reach - CRB pg 455 and 474

General Skills

Skills represent a character's training and experience at performing certain tasks.

General skills are used for making checks to perform tasks throughout their adventures.

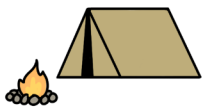
Some checks have the Secret trait. These checks are rolled by the GM behind the screen.

To find a character's skill modifier, add the following.

Skill modifier = the skill's ability modifier + proficiency bonus + other bonuses + penalties

Skills - CRB pg 233

Resting



Characters require 8 hours of sleep each day, and can benefit from resting once every 24 hours.

If a character goes 16 hours without sleep, they gain the Fatigued condition.

If a character sleeps in armor, they will wake up with the Fatigued condition due to poor rest.

Resting for 8 hours grants the following benefits:

The character regains Hit Points equal to their Constitution modifier (minimum of 1 Hit Point) multiplied by their level. If they rest without any shelter or comfort, the GM may say the healing is reduced by half (to a minimum of 1 Hit Point)

The character loses the Fatigued condition.

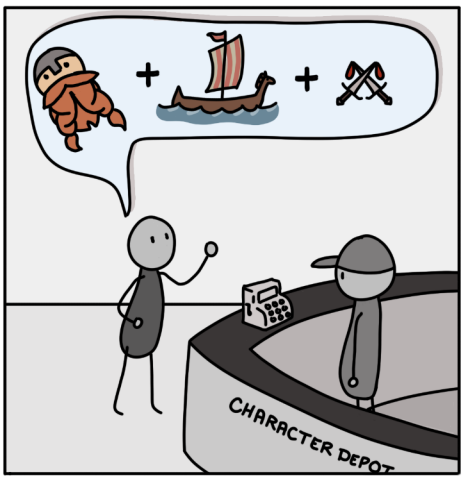
The character reduces the severity of the Doomed and Drained conditions by 1.

Most spellcasters need rest before they regain their spells for the day.

Resting - CRB pg 499

BEING A PLAYER

The ABC's of Character Creation



The basic building blocks of creating a character are...

Ancestry
- Affects natural abilities and traits
- Can be used to form a character's culture and traditions

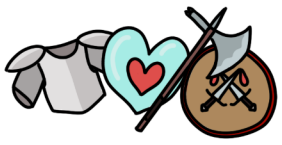
Background
- Defines the character's life prior to adventuring
- Gives skills and knowledge related to past experiences

Class
- Training, abilities, and skill the character has and will grow through their adventures

Ancestries and Backgrounds - CRB pg 33
Classes - CRB pg 67

Feats

Feats are the abilities selected when a character is created and as they grow.



A character's class determines when general and and class feats are gained.

Ancestry feats are gained at 1st, 5th, 9th, 13th, and 17th level

Skill feats are gained at 2nd, 4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, and 20th levels.
(Some classes, like Rogues, get skill feats earlier and more often.)

Feat - CRB pg 12, 18
Ancestry Feats - CRB pg 33
Archetype Feats - CRB pg 219
Class Feats - CRB pg 68
General Feats - CRB pg 68, 255
Skill Feats - CRB pg 68, 255

Proficiency Bonus

A Proficiency Bonus represents how much training a character has in a skill.

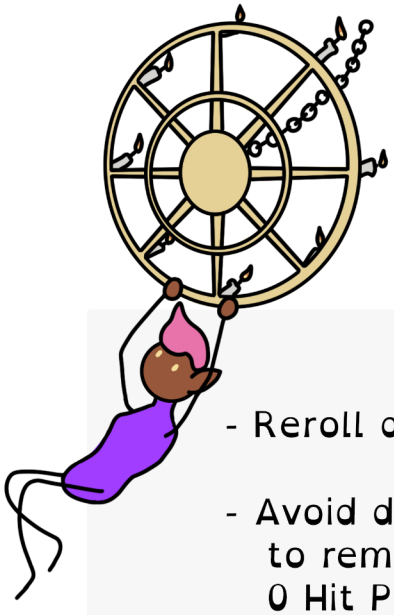
If a character is...	then their proficiency bonus is...
Untrained	+0
Trained	+2
Expert	+4
Master	+6
Legendary	+8

Characters can add their level to their Proficiency Bonus if they have training.

Proficiency - CRB pg 13

Hero Points

Hero Points are a resource players can use to change the tides of a game, and are rewarded by the GM for heroic or daring deeds.



At the beginning of a session, each player gets 1 Hero Point. All Hero Points are lost at the end of a session.

A player can have a maximum of 3 Hero Points.

Hero points can be used to:

- Reroll any check. The rerolled check must be used.

- Avoid death. A player can spend all their Hero Points to remove the dying condition and stabilize with 0 Hit Points.

Hero Points - CRB pg 467

COMBAT

Actions

This is the Action icon. These mean an activity will take

One Two or Three Actions

This is a Free Action icon.

These can be used like an action during a turn without using up an action. Participants in an encounter can have one free action per trigger, or freely if there is no trigger.

This is a Reaction icon.

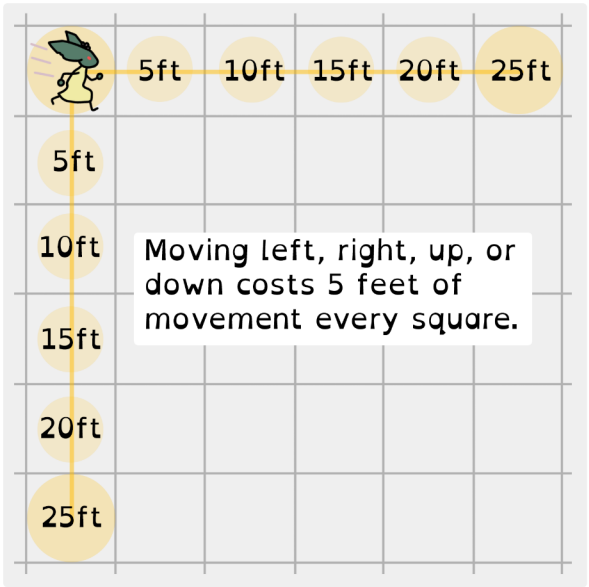
Participants in an encounter can use a reaction once per round, even when it's not their turn, so long as the trigger is met.

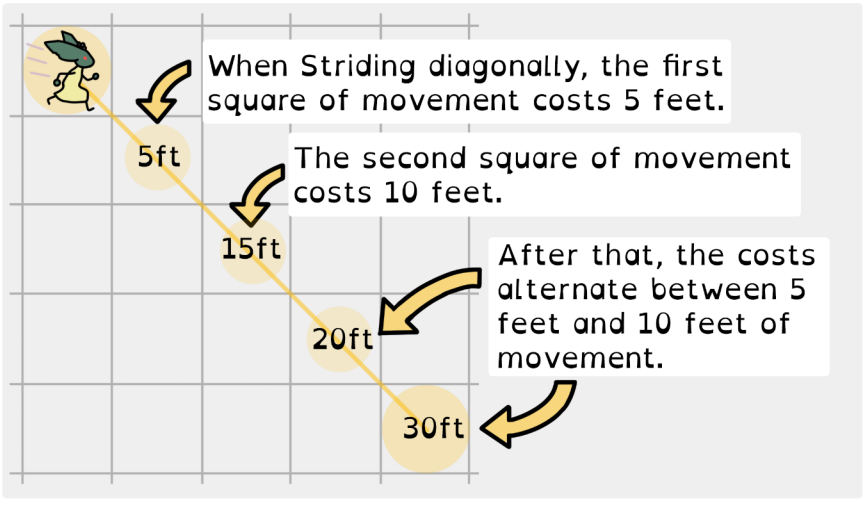
Actions - CRB pg 17

Action - Stride

You can move up to your Speed when Striding.

Striding takes one action.





Striding through Difficult Terrain costs an additional 5 feet of movement.

Stride - CRB pg 471
Movement in Encounters - CRB pg 473

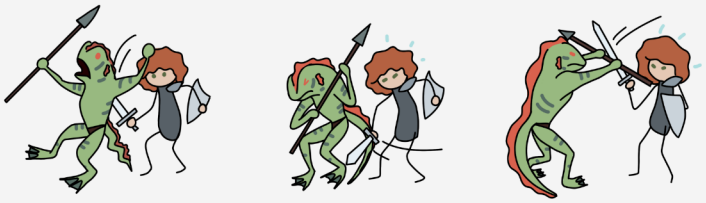
MELEE AND RANGED STRIKES

Strikes - Melee

Striking takes one Action.

Striking more than once in a turn will give Multiple Attack Penalties.

- Your first attack will not have a Multiple Attack Penalty.
- Your second attack will have a -5 to Attack.
- Your third attack will have a -10 to Attack.



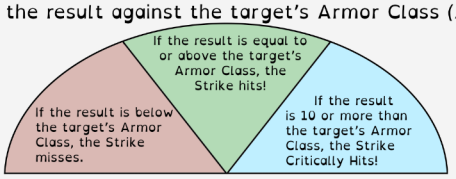
Attacking

To Strike with an melee weapon roll to see if you hit the target first.

Roll a 1d20 + Strength Modifier + Proficiency Bonus + Other Bonuses + Penalties

Some weapons have traits that let you use other ability modifiers.

Compare the result against the target's Armor Class (AC).



Attack rolls follow the Degrees of Success rules.

Damaging

If the Strike hits the target, roll for damage:

Roll the weapon's damage dice + Strength Modifier + Other Bonuses + Penalties

If the Strike was a Critical Hit, the damage is doubled!

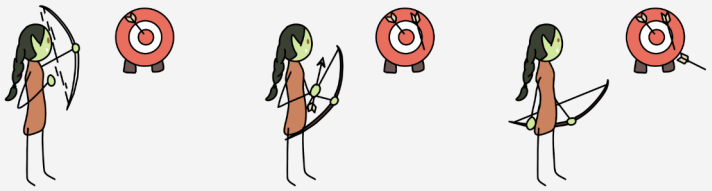
Strike - CRB pg 471

Strikes - Ranged

Striking takes one Action.

Striking more than once in a turn will give Multiple Attack Penalties.

- Your first attack will not have a Multiple Attack Penalty.
- Your second attack will have a -5 to Attack.
- Your third attack will have a -10 to Attack.

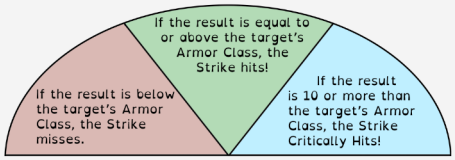


Attacking

To Strike with an ranged weapon roll to see if you hit the target first.

Roll a 1d20 + Dexterity Modifier + Proficiency Bonus + Other Bonuses + Penalties

Compare the result against the target's Armor Class (AC).



Attack rolls follow the Degrees of Success rules.

Damaging

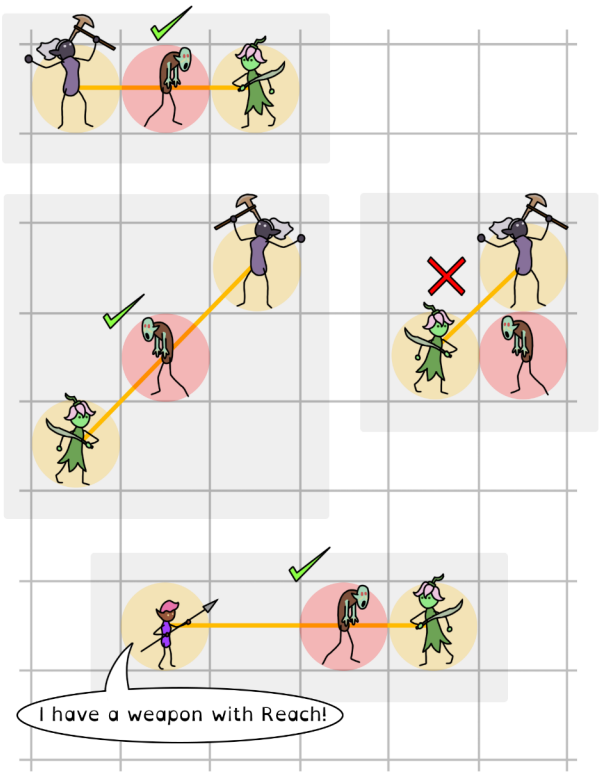
If the Strike hits the target, roll for damage:

Roll the weapon's damage dice + Other Bonuses + Penalties

If the Strike was a Critical Hit, the damage is doubled!

Strike - CRB pg 471

Flanking



You and an ally are flanking if you are both:

- -On two sides of a target
- -Can draw a line from the center of your squares through opposite sides of the target's square
- -Are able to hit and reach the target with a melee attack

Flanking gives the target the Flat-Footed condition.

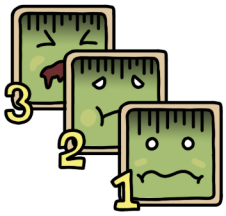
Flanking - CRB pg 476

Conditions

Conditions change a character or object's physical or mental state.

Condition effects last until their duration ends, they are removed, or their terms are resolved.

Some conditions override and suppress other conditions. The overridden condition's duration continues while suppressed.



Condition values show the severity of a condition's bonuses or penalties. The condition ends if the value is reduced to 0.

Condition - CRB pg 12, 453, 454, 618-623

MAGIC AND SPELLCASTING

Magic Traditions

Spellcasters draw magic from one of four magic traditions.

Magic traditions determine the spell list a character can learn and cast spells from.

Arcane
Magic learned through logic and rationality.

Occult
Often mysterious and unexplainable magics.

Primal
Drawn from the flowing power of the natural world.

Divine
Faith brings blessings from powerful beings.

Magic Traditions - CRB pg299

Schools of Magic

All spells, all magic items, and most other magical effects fall into one of the eight schools of magic.

These schools broadly define what the magic is capable of.

Every spell has the trait corresponding to its school.

Abjuration
Create protections and wards

Conjuration
Transport and teleportation

Divination
Reveal the past, present, and future

Enchantment
Affect minds and emotions

Evocation
Control raw magical forces

Illusion
Betray the senses

Necromancy
Power over life and death

Transmutation
Transform the world around you

Magical Schools - CRB pg297

Spell Slots

Spell slots are how many spells a caster can cast in a day.

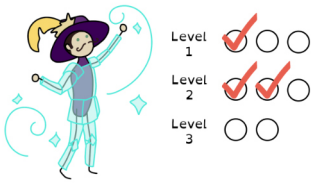
Casters have a set amount of spell slots for each spell level determined by their class.

Spell slots are replenished at the start of each day.

A spell can be heightened and made more powerful by casting the spell in a higher level spell slot.

Prepared spellcasters choose their spells at the beginning of each day.

If they want to heighten a spell, they can prepare it in a higher level spell slot.



Spontaneous spellcasters choose what spell slot they use when they cast a spell.

If they want to heighten a spell, they will need to relearn it at that level.

Spell Slots, Prepared Spells, and Spontaneous Spells - CRB pg 298

ITEMS AND EQUIPMENT

Items

Price is the amount of currency it typically takes to purchase an item. An item with a Price of "—" can't be purchased, and an item with a Price of "0" is normally free.

Each item has an item level, which shows how complex the item is. If an item's level isn't listed, the item's level is 0. Players generally have access to items their level or lower throughout their adventures.

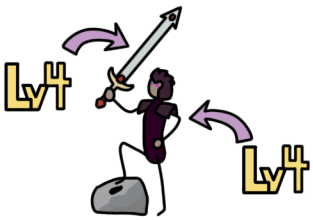
Items can be held, worn, or stowed. Drawing a worn item or changing how you're holding an item usually requires you to use an Interact action. Stowed items take more time to interact with.

An item can be dropped to the ground with the Release action.

Equipment - CRB pg 27

Item Level

Each item has an item level. If an item's level isn't listed, its level is 0. Characters can use items of any level.



An item's level indicates what level of adventurer the item is best suited for. A new item is typically going to be within a few levels of the PCs.

A settlement can usually sell any common item that is of the same or lower level than the settlement's level. Higher level items will usually be very limited in stock.

Item Level - CRB pg 132, 271, 510, 534; Gamemastery Guide pg 82

Item Hardness

All items have a

Hardness Value and Hit Points

An item's Hardness Value is fixed and does not change.

When an item takes damage, subtract the item's Hardness Value from the damage amount, then apply the remaining damage to the item's Hit Points.

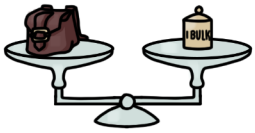
(Damage – Hardness Value) ... Then subtract the result from the item's Hit Points.

An item becomes broken when its Hit Points are equal to or lower than its Broken Threshold (BT). Once the item's Hit Points are reduced to 0, it is destroyed.

A destroyed item can't be Repaired.

Item Hardness - CRB pg272

Bulk



The Bulk value of an item represents its size, weight, and general awkwardness.

A character's Bulk Limit is the amount of Bulk they can carry before gaining the encumbered condition.

10 + Strength = Max Bulk

Medium and small creatures cannot hold or carry more Bulk than 10 plus their Strength modifier. Larger and Tiny creatures have their own Bulk tolerances.

Items made for larger or Tiny creatures will have greater or lesser Bulk than items made for medium and small creatures.

One Bulk generally weighs between 5 and 10 pounds.

An item with the Bulk value of Light (often notated with an "L") is generally less than 5 pounds.

An item with the Bulk value of Negligible (often notated with an "—") generally weighs less than a few ounces.

Bulk - CRB pg271

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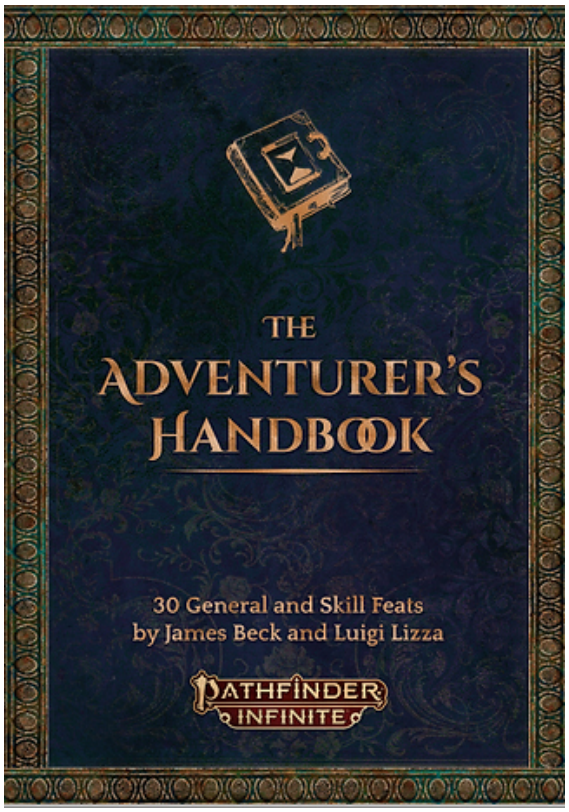

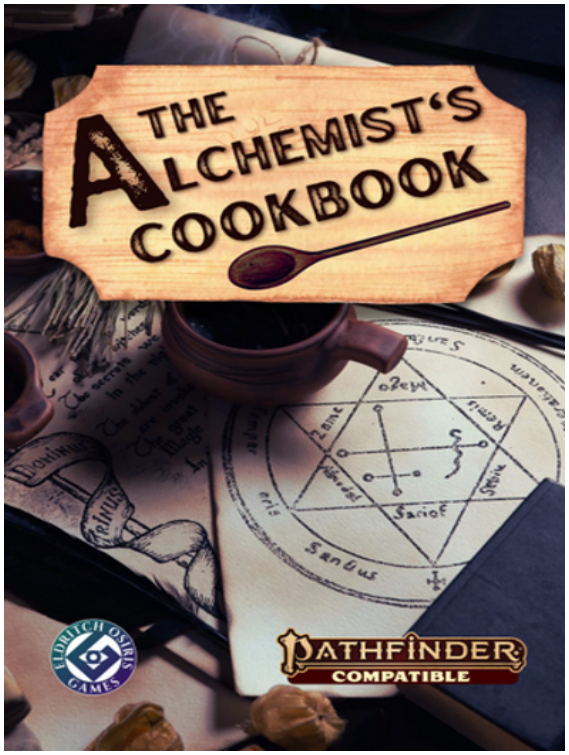

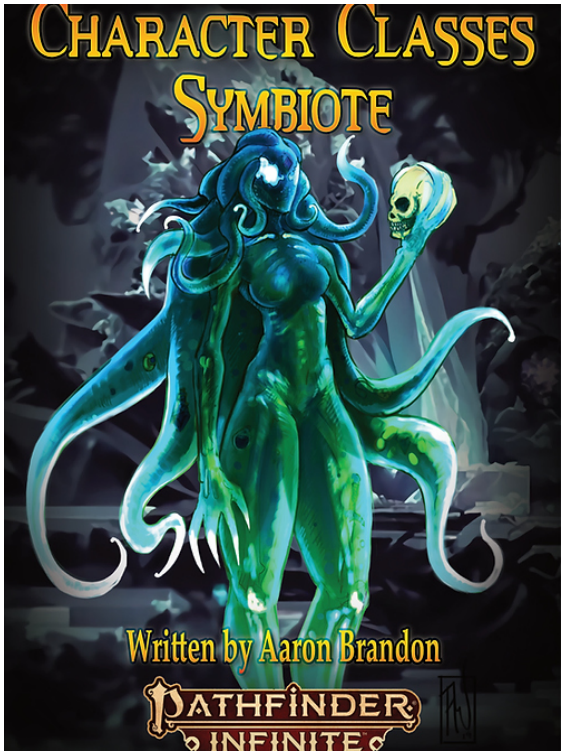

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