

## Class Free 2.0 Cheat Sheet

### ATTRIBUTES

ATTRIBUTE	BONUS		NOTES
1	-5	Attribute Check	Attribute bonus + other bonuses + d20 = result
2-3	-4	Damage Bonus	One-half Strength bonus for off-hand
4-5	-3		One and one-half Strength bonus for two-handed
6-7	-2	Fortitude Save	Add Constitution bonus
8-9	-1	Reflex Save	Add Dexterity bonus
10-11	0	Will Save	Add Wisdom bonus
12-13	+1	Attack Bonus	Add Strength bonus to melee attacks
14-15	+2		Add Dexterity bonus to ranged attacks
16-17	+3	HP Recovery	Add Constitution bonus to recovery rate
18-19	+4		
20-21	+5		
22-23	+6		
24-25	+7		

### HIT POINTS, DEATH, DYING

ACTIVITY LEVEL	LETHAL / 24 HOURS	NON-LETHAL / HOUR
Full rest under medical care	3	6
Full rest	2	4
Light activity under medical care	2	3
Light activity	1	2
Unconscious and dying at zero HP. Lose 1 HP per round until stabilized		
Constitution check DC 10 negates for round		
Constitution check DC 15 stabilizes		
Heal DC 10 by another stabilizes		
Dead at minus one-half Constitution HP		

### COMBAT ATTRIBUTES

- **Melee attack bonus** = BAB + Strength bonus + other bonuses
- **Ranged attack bonus** = BAB + Dexterity bonus + other bonuses
- **Armor Class (AC)** = 10 + Dexterity bonus + armor / shield + other bonuses
- **Initiative** = Dexterity bonus + other bonuses + d20
- **Combat Maneuver Bonus (CMB)** = BAB + Strength bonus + Size modifier
- **Combat Maneuver Defense (CMD)** = 10 + BAB + Strength bonus + Dexterity bonus + Size modifier

### COMBAT STATUS EFFECTS

- **Blind** – Lose Dexterity and Strength bonuses. -4 action penalty. Limits skills and powers. Movement rate halved.
- **Flanked** – Caught between two foes. Attackers gain a +2 bonus to attack rolls.
- **Flat-footed** – Caught unaware. Lose Dexterity and Strength bonuses. Automatically recover at initiative.
- **Grappled** – It's complicated.
- **Helpless** – Magically held or unconscious. No actions possible. Automatically struck for full damage.
- **Immobilized** – Cannot move. Suffer a -4 action penalty. Attackers gain a +2 bonus to attack rolls.
- **Prone (tripped)** – Fallen flat. Lose Dexterity and Strength bonuses. -2 action penalty. Move action to recover.
- **Stunned** – Seeing stars. Lose Dexterity and Strength bonuses. -2 action and AC penalty. Only move via five-foot step. Limits skills and powers.

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### MOVEMENT

- Base human movement rate = 6
- Best speed on the march: 4x base movement in miles (Fortitude DC 10 + days travel each day)
- Typical speed on the march: 3x base movement in miles
  - Terrain affects speed on the march
- In combat: run at double, but lose Dexterity and shield AC bonuses
- In combat: climb, crawl or swim at one-half, but lose Dexterity and shield AC bonuses
- Five-foot step available if no other movement carried out, no AoO
- Withdraw move, standard action moving one square, no AoO

### EXAMPLE SAVING THROWS

<b>Effect</b>	<b>Save</b>	<b>DC</b>
<b>Spell or Power</b>	Varies	10 + spell level + caster attribute bonus
<b>Giant Centipede Poison</b>	Fortitude	1d6 damage DC 11 for half-damage, DC 21 to negate
<b>Giant Spider Poison</b>	Fortitude	3d6 damage for 3 Rounds DC 13 for half-damage, DC 23 to negate
<b>Ghoul Paralyze</b>	Fortitude	DC 12 to negate, save ends
<b>Ancient Dragon Breath</b>	Reflex	DC 36 for half-damage
<b>Vampire Charm Gaze</b>	Will	DC 16 to negate, save ends

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### EXAMPLE SKILL CHECKS

- **Skill test result** = Base skill + attribute bonus + other bonuses + d20

Situation	Skill	DC
<b>Crossing a beam</b>	Acrobatics	Wide DC 10, narrow DC 15, tiny DC 20
<b>Tumble past foe</b>	Acrobatics	DC foe's CMB
<b>Appraise common item</b>	Appraise	DC 12
<b>Appraise rare / exotic item</b>	Appraise	DC 15+
<b>Jump a ten foot chasm</b>	Athletics	DC 10
<b>Climb a natural rock face</b>	Athletics	DC 15+
<b>Climb a smooth wall</b>	Athletics	DC 20+
<b>Believable lie</b>	Bluff	DC foe's Sense Motive -5
<b>Unbelievable lie</b>	Bluff	DC foe's Sense Motive +5
<b>Damaged while casting spell</b>	Concentration	DC 10 + damage taken
<b>Cast spell on a galloping horse</b>	Concentration	DC 15
<b>Craft basic item</b>	Craft skill	DC 10 (assumes materials and tools at hand)
<b>Decipher unknown language</b>	Decipher	DC 12+ (understanding gained varies)
<b>Break a code or cipher</b>	Decipher	DC 15+
<b>Sooth a neutral party</b>	Diplomacy	DC 12+
<b>Negotiate with hostiles</b>	Diplomacy	DC 15+
<b>Impersonate a general type</b>	Disguise	DC 12+
<b>Impersonate a specific person</b>	Disguise	DC 15+
<b>Forge a general document</b>	Forgery	DC 12+
<b>Forge specific handwriting</b>	Forgery	DC 15+
<b>Hear the gossip</b>	Gather Information	DC 12 modified by Sense Motive
<b>Train a domestic animal</b>	Handle Animal	DC 12 per trick
<b>Tame a wild beast</b>	Handle Animal	DC 15+
<b>Stabilize a fallen comrade</b>	Heal	DC 10
<b>Scare off scavengers</b>	Intimidate	DC 12
<b>Scare off pursuing foes</b>	Intimidate	DC 15 modified by Sense Motive
<b>Pick an easy lock</b>	Manipulate Device	DC 15+
<b>Improvise a trap</b>	Manipulate Device	DC 15+
<b>Spot a hidden foe</b>	Perception	DC foe's Stealth
<b>Notice a concealed door</b>	Perception	DC 12+
<b>Listen at a door</b>	Perception	DC 14+
<b>Successful street performance</b>	Perform	DC 12 modified by crowd's mood
<b>Formal concert</b>	Perform	DC 18
<b>Fight with warhorse</b>	Ride	DC 10
<b>Leap obstacle while mounted</b>	Ride	DC 15
<b>Discern a lie</b>	Sense Motive	DC foe's Bluff
<b>Pick a pocket</b>	Sleight of Hand	DC 20 modified by observer's Perception
<b>Palm an object</b>	Sleight of Hand	DC 10 modified by observer's Perception
<b>Determine nature of spell</b>	Spellcraft	DC 10 + spell level
<b>Hide from an observer</b>	Stealth	DC 10 modified by observer's Perception
<b>Sneak past a guard</b>	Stealth	DC observer's Perception
<b>Forage for food</b>	Survival	DC 10
<b>Avoid getting lost in the wild</b>	Survival	DC 15
<b>Activate a wand without lore</b>	Use Magic Device	DC 16
<b>Read a scroll without lore</b>	Use Magic Device	DC 14