Protect your important notes and die rolls from prying player eyes with the *Pathfinder* GM Screen! This beautiful 4-panel, portrait-style screen features a line-up of iconic characters by Wayne Reynolds 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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**Conditions**

**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).

**Clumsy** Take a status penalty equal to your clumsy value to Dexterity-based checks and DCs.

**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 checks and DCs.

**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 expeditiously 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 quicken 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. If you Cast a Spell, it’s disrupted unless you succeed at a flat check (DC = 5 + value).
**Turns**

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 unarmored 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**

- **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.

**Terraian**

- **Difficult 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 fall 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.

**Cover**

- **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.

**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**

You can’t wake up from unconsciousness while you have 0 Hit Points. If you’re unconscious and have 1 or more Hit Points, you wake up in one of five ways.
- You take damage, provided the damage doesn’t drop you to 0 HP.
- You receive healing, other than natural healing from resting.
- Someone nudges or shakes you awake with an Interact action.
- If there’s loud noise, at the start of your turn attempt a Perception check against the noise’s DC, waking up if you succeed. If creatures are attempting to stay quiet, this uses their Stealth DC.
- The GM decides you wake up either because you have had a restful night’s sleep or something disrupted that restful sleep.

**Treat Wounds**

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<th>Proficiency</th>
<th>DC</th>
<th>Healing</th>
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<tr>
<td>Trained</td>
<td>15</td>
<td>2d8</td>
<td>4d8</td>
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<tr>
<td>Expert*</td>
<td>20</td>
<td>2d8+10</td>
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<tr>
<td>Master*</td>
<td>30</td>
<td>2d8+30</td>
<td>4d8+30</td>
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<tr>
<td>Legendary*</td>
<td>40</td>
<td>2d8+50</td>
<td>4d8+50</td>
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</table>

* Rolling against a higher DC is optional.

**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 fortunate 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.
**Skill Actions**

- **Exploration** (Dex, Core 240) Balance, Tumble Through
- **Maneuver in Flight** (Dex, Core 240) Squeeze
- **Recall Knowledge** (Int, Core 241) (Core 238)
- **Repair** (Int, Core 241) Recall Knowledge (Core 238)
- **Squeeze** (Core 238)
- **Tumble Through** (Dex, Core 240)

**DCs by Level**

<table>
<thead>
<tr>
<th>Level</th>
<th>DC</th>
<th>Level</th>
<th>DC</th>
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**Simple DCs**

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**DC Adjustments**

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<td>-10</td>
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<tr>
<td>Very easy</td>
<td>-5</td>
</tr>
<tr>
<td>Easy</td>
<td>-2</td>
</tr>
<tr>
<td>Hard (uncommon)</td>
<td>+2</td>
</tr>
<tr>
<td>Very hard (rare)</td>
<td>+5</td>
</tr>
<tr>
<td>Incredibly hard (unique)</td>
<td>+10</td>
</tr>
</tbody>
</table>

**Creature Identification**

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

<table>
<thead>
<tr>
<th>Creature Trait</th>
<th>Skills</th>
<th>Creature Trait</th>
<th>Skills</th>
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<td>Aberration</td>
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<td>Monitor</td>
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<td>Ooze</td>
<td>Occultism</td>
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<td>Arcana, Nature</td>
<td>Plant</td>
<td>Nature</td>
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<td>Religion</td>
<td>Spirit</td>
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<td>Construct</td>
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<td>Undead</td>
<td>Religion</td>
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<td>Dragon</td>
<td>Arcana</td>
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<td>Fiend</td>
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<tr>
<td>Fungus</td>
<td>Nature</td>
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**Detected 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**

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 Con × 10 min. (Minimum 10 min.)

**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.

**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.

**Structures**

<table>
<thead>
<tr>
<th>Door</th>
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<tbody>
<tr>
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<td>10, 40 (20)</td>
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<tr>
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<td>Reinforced wood</td>
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<td>Iron</td>
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<td>Masonry</td>
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<td>Iron</td>
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**Force Open**

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<tr>
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<tbody>
<tr>
<td>Stuck door or window</td>
<td>15</td>
</tr>
<tr>
<td>Exceptionally stuck</td>
<td>20</td>
</tr>
<tr>
<td>Lift wooden portcullis</td>
<td>20*</td>
</tr>
<tr>
<td>Lift iron portcullis</td>
<td>30*</td>
</tr>
<tr>
<td>Bend metal bars</td>
<td>30</td>
</tr>
</tbody>
</table>

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

Build a structure or small magic item. You can change the size of a structure or use two actions to complete a magic item. You must succeed at an Arcana check against DC 10 or fail to complete the task.

BUILDINGS

Buildings are large structures, such as walls, towers, or other complex constructions. You can use these actions to build or modify buildings:

- **Act of Creation**: You can create a new building or alter an existing one.
- **Sculpting**: You can shape or modify a building's structure.
- **Repairing**: You can repair damage to a building.
- **Renovating**: You can perform major renovations on a building.

BUILD ITEMS

You can build small magic items, such as potions, scrolls, or other magical artifacts. These actions allow you to create or modify items:

- **Crafting**: You can create a new item.
- **Sculpting**: You can modify an existing item.
- **Repairing**: You can repair damage to an item.
- **Renovating**: You can perform major renovations on an item.

BUILD WEAPON

You can create or modify weapons, such as swords, bows, or other melee and ranged weapons. These actions allow you to build or alter weapons:

- **Act of Creation**: You can create a new weapon.
- **Sculpting**: You can shape or modify a weapon's structure.
- **Repairing**: You can repair damage to a weapon.
- **Renovating**: You can perform major renovations on a weapon.

BUILD ARMOR

You can create or modify armor, such as armor sets, shields, or other forms of protective gear. These actions allow you to build or alter armor:

- **Act of Creation**: You can create a new armor set.
- **Sculpting**: You can shape or modify a set of armor.
- **Repairing**: You can repair damage to armor.
- **Renovating**: You can perform major renovations on armor.

BUILD MAGIC ITEMS

You can create or modify magical items, such as wands, staffs, or other magical artifacts. These actions allow you to build or alter magical items:

- **Act of Creation**: You can create a new magical item.
- **Sculpting**: You can shape or modify a magical item's structure.
- **Repairing**: You can repair damage to a magical item.
- **Renovating**: You can perform major renovations on a magical item.

BUILD MONUMENT

You can create or modify monumental structures, such as statues, monuments, or other large-scale constructions. These actions allow you to build or alter monumental structures:

- **Act of Creation**: You can create a new monument.
- **Sculpting**: You can shape or modify a monument's structure.
- **Repairing**: You can repair damage to a monument.
- **Renovating**: You can perform major renovations on a monument.

BUILD ARTIFACT

You can create or modify artifacts, such as ancient relics, artifacts of power, or other ancient magical objects. These actions allow you to build or alter artifacts:

- **Act of Creation**: You can create a new artifact.
- **Sculpting**: You can shape or modify an artifact's structure.
- **Repairing**: You can repair damage to an artifact.
- **Renovating**: You can perform major renovations on an artifact.

BUILD CREATURE

You can create or modify creatures, such as monsters, golems, or other living entities. These actions allow you to build or alter creatures:

- **Act of Creation**: You can create a new creature.
- **Sculpting**: You can shape or modify a creature's structure.
- **Repairing**: You can repair damage to a creature.
- **Renovating**: You can perform major renovations on a creature.

BUILD SCULPTING TOOL

You can create or modify sculpting tools, such as sculpting brushes, chisels, or other tools used in sculpting. These actions allow you to build or alter sculpting tools:

- **Act of Creation**: You can create a new sculpting tool.
- **Sculpting**: You can shape or modify a sculpting tool's structure.
- **Repairing**: You can repair damage to a sculpting tool.
- **Renovating**: You can perform major renovations on a sculpting tool.