

CONDITIONS

Accelerated: Speed increases by the value. If not specified, applies to all your movement. Take the sum of the Accelerated and Hampered conditions.

Asleep: Cannot act. Have the Blinded and Prone conditions. Take disadvantage to Perception. Attacks against you have advantage. Critically fail all Reflex saves. Drop all items you are holding or wielding. If you take damage, the condition ends. An ally can take a single action to wake you. If there is loud noise, at the start of your turn you can attempt a Perception check as a free action without disadvantage.

Blinded: Cannot see. Treat all terrain as difficult, difficult terrain as impassable. If you rely on sight, all other creatures and objects are Sensed. If you rely on sight, take disadvantage to Perception checks. Automatically fail or critically fail (whichever is worse) Perception checks that are fully dependent on sight. If you perform an action that has the visual tag, you must succeed at a Flat DC 10 check or the action is lost. Immune to effects with the visual tag. Blinded overrides the Dazzled condition.

Bolstered: Cannot be affected by the listed effect for 24 hours.

Broken: Affects objects. Cannot be used for its normal function nor grant bonuses, still imposes the penalties. Broken armor is an exception: still grants item bonuses but at a lower value: -1 for broken light armor, -2 for broken medium armor, or -3 for broken heavy armor. An object that has the Broken condition is destroyed if it takes any damage in excess of its Hardness score.

Confused: Cannot use reactions, Delay, or Ready. Must use your actions to attack the creature that attacked you most recently, otherwise see the following:

- 1: Attack the nearest creature.
- 2: Attack yourself once, automatic hit, normal damage, no further actions.
- 3: Do nothing but babble incoherently.
- 4: Act normally.

Covered: When you have Cover from a creature, they must make a DC 5 flat check (unless it is an area effect). Failure: the attack, spell, or effect misses.

Dazzled: All creatures and objects are treated as Concealed from you.

Dead: Cannot act or be affected by effects that target creatures (unless they specifically target dead creatures). For all other purposes you count as an object. You go to 0 hit points and you cannot be brought above 0 hit points.

Deafened: Cannot hear. If you rely on sound, take disadvantage to Perception checks. Automatically fail or critically fail (whichever is worse) Perception checks based on sound. If you perform an action that has the auditory tag, you must succeed at a Flat DC 10 check or the action is lost. You are immune to effects with the auditory tag.

Drained: Take a penalty equal to the value on Constitution-based checks and Fortitude saves. Lose a number of hit points equal to the Drained value. If your Drained value is ever equal to or higher than your Proficiency Score, you immediately drop to 0 hit points and gain the Dying 1 condition as if affected by lethal damage. Your Drained value is reduced by 1 when you gain hit points during a Long Rest.

Dying: If you reach Dying 4, gain the Dead condition.

Encumbered: Hampered 10 and disadvantage to all Strength and Dexterity based checks. This disadvantage does not apply to saving throws.

Enervated: Take a penalty equal to the value on checks that include your Proficiency Score. You treat your Proficiency Score as though it were lowered by the value when determining abilities. Do not lose spells, but you cannot cast those that are higher level than your lower Score allows. Attempt a Fortitude save after a Long Rest. Success: reduce by 1. Critical Success: reduce by 2.

Enfeebled: Take a penalty equal to the value on Strength-based checks, including attacks and damage.

Entangled: Hampered 10. If you attempt a manipulate action, a double or triple action, a free action, or a reaction, must succeed at a Flat DC 5 check or it is lost. Can attempt an Athletics check against the cause of the condition. Success: remove the condition.

Fascinated: Take disadvantage to Perception and skill checks and you cannot use actions, free actions, or reactions with the concentrate tag unless related to the subject of the fascination. Ends if creatures act in a hostile fashion toward you or your allies.

Fatigued: Hampered 5. Take disadvantage to saving throws and -1 penalty to AC. Each action you use increases

the penalty by 1 (directly after each action, before reactions) until the start of your next turn. While not in initiative you cannot take any action except to move. Recover from the Fatigue condition with a Long Rest.

Fleeing: Spend each of your actions trying to escape the source of the condition as expediently as possible. Cannot Delay or Ready while you have this condition.

Frightened: Take a penalty equal to this value on all your d20 rolls. At the end of each of your turns, the value decreases by 1. If you become Frightened 4, it becomes the Fleeing instead for a round. Afterwards it becomes Frightened 3.

Grabbed: Others have advantage on attacks against you. If you attempt an action with the manipulate or concentration tags, a double or triple action, a free action, or a reaction while Grabbed, you must succeed at a Flat DC 5 check or it is lost. You can attempt an Acrobatics or Athletics check against the cause of the condition. Success: remove the condition. A creature must be at least one size larger to inflict the condition on another. To maintain, the creature must spend an action on subsequent rounds; does not need to make any checks. A creature can only inflict the Grabbed condition on one other creature at a time.

Hampered: Your Speed is reduced by the value. Cannot reduce below 5 feet. If not specified, applies to all movement. Take the sum of the Accelerated and Hampered conditions.

Immobile: Cannot use any actions, free actions, or reaction that has the move or manipulate tag. Cannot Strike or cast spells. Attacks against you gain advantage. Some actions are reasonable. If an external force would move you, must succeed at a check against effect keeping you immobile. Can attempt an Athletics check against the cause of the condition. Success: remove the condition.

Paralyzed: Attacks against you gain advantage. Cannot act except to Recall Knowledge or use your mind.

Persistent Damage: Take the specified amount and type of damage at the end of each turn. Can attempt a Flat DC 20 check, Medicine DC = 15 + damage, or magical healing to remove the condition. You roll the damage anew each time. Can be affected by multiple Persistent Damages as long as they are different types. If they are the same, only the higher amount of damage applies.

Petrified: Cannot act. Have the Blinded and Deafened conditions. Become an object with a Bulk equal to twice your normal Bulk, AC 9, and Hardness 10. Toughness score is equal to 1 plus your Constitution score. When you are turned back into flesh, you have as many hit points as when the condition was first gained minus 5 hp for every Dent taken. Cannot reduce you below a minimum of 1 hp. If your statue was Broken you return with exactly 1 hp. If the statue is completely destroyed, you gain the Dead condition.

Prone: Take disadvantage to attack rolls. Melee Attacks against you gain advantage while Ranged Attacks against you take disadvantage. Only move actions are Crawl and Stand. Standing up ends the condition. If you are climbing or flying when you would be knocked prone, you fall. Cannot be knocked prone when swimming.

Quick: Gain 1 additional action at the start of your turn each round. Can never have more than four actions a round via the condition.

Sick: Take a penalty equal to this value to all your d20 rolls. You cannot willingly ingest anything (including potions) while sick. Can spend an action retching to attempt a Fortitude save against the DC of the effect. Success: reduce the value by 1. Critical Success: reduce the value by 2.

Slowed: Reduce your number of actions by the value at the beginning of your turn. Cannot Ready an action.

Sluggish: Take a penalty to Dexterity-based checks. Attacks against you gain advantage.

Stunned: You cannot act.

Stupefied: Take a penalty on your Intelligence-, Wisdom-, and Charisma-based checks, all associated skills, Spell Attacks, and Will saves. Anytime you attempt to cast a spell while Stupefied, the spell is disrupted unless you succeed at a Will Save against the DC of the effect.

Unconscious: Cannot act. Have the Blinded and Deafened. All attacks against you gain advantage; does not stack with advantage gained against you from all other conditions. Fall Prone and drop items you are wielding or holding unless otherwise determined. If you are above 0 hit points, you can attempt a Will save to remove this condition.

ACTIONS

Aid • reaction

Trigger: An ally is about to use a skill.

Use the same skill and DC as ally to grant a bonus to them.

Critical success: grant a 2d6 Assist bonus.

Success: grant a 1d6 Assist bonus.

Critical Failure: grant a 1d6 Assist penalty.

MAX of 3 Assist bonuses on one check.

Attack of Opportunity • reaction

Trigger: A creature within range of your melee weapon takes a move or manipulate action.

Requirement: You are wielding your melee weapon.

Make a Strike against triggering creature.

Charge • double action; move

Move double your Speed in a straight line. Do not pass through any creature or object. At the end of the movement, make a strike with advantage.

Combat Maneuver • double action

Your Athletics against the target's Athletics DC.

Disarm: Take the weapon of your target.

Target must be within your reach and wielding a weapon. You must be wielding a weapon with the Disarm tag or have at least one hand free. Critical Success: if you have a free hand, you can take the weapon. If your target is wielding a weapon with two hands, the DC increases by 5.

Grapple: Inflict the Grabbed condition on target.

Target must be within your reach. You must have at least one hand free. All other creatures which attack you gain advantage. You can maintain it as a single action, no check.

Pull: You move your opponent 5 feet.

Target must be within your reach. You must have at least one hand free. The target of this maneuver must end the 5 foot movement in a square next to yours.

Shove: Push opponent 5 feet away from you.

Target must be within your reach. You must be wielding a weapon with the Shove tag or have at least one hand free.

Trip: Inflict the Prone condition on target

Target must be within your reach. You must either be wielding a weapon with the Trip tag or have both hands free.

Crawl • single action; move

Requirements: You have the Prone condition and can move. You move 5 feet.

Delay • free action

Trigger: Your turn begins.

Jump into the round after any creature and act as normal.

Permanently changes initiative order.

Demoralize • double action

Intimidation check against the target's Intimidation DC.

Trained in Intimidation or disadvantage on the check. Success: target is Shaken for 3 rounds.

Drop • free action

Requirements: You are holding an object.

You drop what you are holding.

Drop Prone • single action; move

Gain the Prone condition. Does not trigger an Attack of Opportunity.

Feint • single action; manipulate, move

Requirements: Must be wielding a melee weapon.

Deception check against target's Passive Perception.

Trained in Deception or disadvantage on the check.

Success: your attacks for the next round gain advantage against the target.

Interact • single action; manipulate

You change an object or terrain.

Raise Shield • single action; move

Requirements: You are wielding a shield.

Reduce the damage of a successful hit by the Hardness for one round. Each successful hit inflicts 1 Dent to the shield.

Ready • double action; concentration

Prepare a single or double action. Name a condition for it to commence. If occurring during another's turn, gains the reaction tag and is resolved during the other's turn.

Run • double action; move

Move up to four times your speed in a straight line. Do not pass through other's space or sturdy objects.

Stand • single action; move

Lose the Prone condition.

Step • single action; move

Requirements: Your Speed is 10 or more

Move 5 feet. Does not trigger an Attack of Opportunity.

Stride • single action; move

You move up to your Speed.

Strike • single action

Attack with a weapon, spell, or other ability. Multiattack penalty: -0, -5, -10. Penalty does not apply to strikes taken on a reaction.

Take Cover • single action

Requirements: Object next to you, one size larger than you. Gain the Cover condition.

Talk • free action

Requirements: Have the ability to speak. If attempting a Diplomacy or Deception check gains the single action tag.

Total Defense • triple action

Increase AC by 5 until the beginning of your next turn.

Withdraw • triple action

Stride cautiously up to three times away from an opponent. Ignore all Attacks of Opportunity.

SENSES

Seen/Heard: Takes no penalties or benefits.

Concealed: Those trying to target a Concealed creature take disadvantage to attack rolls. Attacking from concealed imparts no benefits to the attacker.

Sensed: Those trying to target a Sensed creature must make a Perception check to locate it. Success: target the creature but treat it as Concealed. Failure: still know it is there but cannot target it. If you are Sensed and make a melee attack, you become Seen/Heard. If you are Sensed and make a ranged attack, your target can make a free Perception check against your Stealth *bonus*. Success: you become Concealed. Failure: you remain Sensed.

Invisible: Those trying to target an Invisible creature must make a Perception check with disadvantage. Success: the creature becomes Sensed to the searching creature. Failure: unaware of your Invisible creature and cannot make another check unless given cause. If you are Invisible through means other than a spell and make a melee attack, you become Concealed. If you are Invisible through means other than a spell and make a ranged attack, your target can make a free Perception check against your Stealth DC. Success: you become Sensed. Failure: you remain Invisible. If you are invisible through a spell, see the spell's description.

WEAPON TAGS

Agile: Multiple attack penalty reduced to -0, -4, -8.

Attached: Combined with another piece of gear.

Backstabber: Damage on a Strike with advantage gives this weapon 1 precision damage.

Backswing: After missing with this weapon, you gain advantage on your next attack against the creature missed before the end of your turn.

Charge: If you moved at least 10 feet on the action before your attack, add your Proficiency Score to damage.

Deadly: On critical, adds a damage die of the listed size.

Disarm: Use with the Disarm Combat Maneuver, even if you do not have a free hand. Uses the weapon's reach and adds +5 Assist bonus to your Athletics check. Still need a free hand to take the item.

Fatal: On critical, damage die increases to the listed size.

Finesse: Use Dex mod on attack rolls with melee weapon.

Flurry: Combine with abilities.

Forceful: After the first attack on your turn, gain advantage.

Free-Hand: Can use the hand wielding this weapon to wield other items, perform manipulate actions, and so forth. Cannot be disarmed. Cannot attack with this weapon if you are wielding anything in that hand or using the hand for something else. Each of your hands can have only one free-hand weapon in it.

Nonlethal: All damage is nonlethal.

Parry: While wielding this weapon, can spend a single action and gain a +3 Deflection bonus to AC until the start of your next turn.

Propulsive: Add Str mod to damage rolls with ranged weapon. Includes negative modifiers.

Reach: Increases reach by 5 feet.

Shove: Use with the Shove Combat Maneuver, even if you do not have a free hand. Uses the weapon's reach and adds +5 Assist bonus to your Athletics check.

Sweep: Gain advantage to attack if you have already attempted an attack this turn against a different creature.

Thrown: Throw as a ranged attack. Use Str mod to damage.

Trip: Use with the Trip Combat Maneuver, even if you do not have a free hand. This uses the weapon's reach and adds +5 Assist bonus to your Athletics check.

Two-Hand: Can be wielded with two hands. Changes the damage die to the indicated value, include bonus dice from runes.

Unarmed: Cannot be Disarmed. Does not take up a hand, but can follow the same rules as a free-hand weapon.

Versatile: Can deal a different type of damage. Choose the damage type for each attack.

DIFFICULTY CLASSES

Proficiency Score	Not Proficient	Proficient	Hard
0	10	11	15
1	10	13	17
2	11	15	19
3	11	16	20
4	11	17	21
5	12	19	23
6	12	20	24
7	12	21	25
8	13	23	27
9	13	24	28
10	14	26	30
11	14	27	31
12	15	29	33
13	15	30	34
14	16	32	36
15	16	33	37
16	17	35	39
17	17	36	40
18	18	38	42
19	18	39	43
20	19	41	45

HEALING

Heal Spell: A number of d8s equal to half the caster's Proficiency Score for single (touch) or double action (one creature within 30 feet). A number of d4s equal to half the caster's Proficiency Score for triple action (all creatures within 30 feet).

Elixir of Life: If you are at maximum Hit Points when you drink this elixir, you instead gain advantage to Fortitude saving throws for 1 hour against toxins, including diseases, poisons, and venoms. Otherwise you gain the following hit points:

Minor (3 gp) – 1d6 hit points.

Lesser (12 gp) – 3d6 hit points.

Basic (20 gp) – 7d6 hit points. Uncommon

Greater (100 gp) – 11d6 hit points. Uncommon.

True (300 gp) – 16d6 hit points. Rare.

DYING

0 hit points by lethal damage: Gain Dying 1 and Unconscious conditions, possibly the Prone condition, and your initiative moves to just before the creature that knocked you to 0 hit points. Each turn make a Flat DC check. Critical Success: the value decreases by 1 and you become stable. Success: the value does not increase nor decrease and you become stable. Failure: the value increases by 1. Critical Failure: the value increases by 2. The Flat DC is 10 – your Constitution modifier.

If your Hit Points increase to 1 or above, your Dying condition reduces by one each round without a Flat DC check needed. You lose the Unconscious condition when your Dying value is 0 and you still have at least 1 or more hit points. If you are reduced to 0 hit points before your Dying value reaches 0, you must begin making Flat checks again.

If your Dying condition is reduced to 0, you lose the Unconscious condition and gain 1 hit point.

If you become stable, you gain 1 hit point in 1d4+2 hours.

0 hit points by nonlethal damage: Gain Unconscious condition, possibly the Prone condition, but *not* the Dying

condition. The Unconscious condition is removed if your hit points increase to 1 or more or in 1d4 hours, whichever is first.

Instant Death: Die instantly if you ever take damage equal to or more than double your total hit points.

RESTING

Short Rests: Cannot regain hit points. Do regain the use of some abilities that have points or rounds per 24 hours. Regain a quarter of the full number of uses, rounded down with a minimum of 1 for each Short Rest. Those with Spellcasting regain a number of spell slots (at any level) equal to a quarter of their Proficiency Score rounded down with a minimum of 1 for each Short Rest. For spontaneous casters, this applies to spell slots while prepared casters can prepare a different spell(s) in the spell slots than those already expended.

You can only gain the benefits of a Short Rest once before you must take a Long Rest.

Long Rests: Regain a number of hit points equal to half your total Hit Points. Regain full uses for any ability that has a 24 hour limit which you expended.

DISPEL SPELLS

Roll 1d20 and add your Spell Attack. Compare this to the DC of the spell you are seeking to end. If your roll is equal to or greater than the DC, the dispel is successful. If the spell does not have a DC, compare your dispel attempt to the Spell DC of the original caster of the effect you are trying to end.

Add +1 for each heightening of a Dispel Magic spell.

Can dispel a spell as a reaction if you have enough reactions equal to the number of actions you need for a dispel attempt (usually minimum 2).

GameMaster's Notes: