CONDITIONS CARD DECK



CONDITIONS + EFFECTS

compatible with $13^{th}Age^{\infty}$, and The Archmage Engine

Conditions Card Deck

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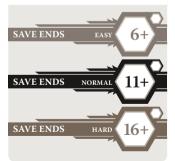
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CONFUSED

You cannot make opportunity attacks or use limited powers. Your next attack action will be a basic or at-will attack against any nearby ally, determined randomly.



Сопрітіоп

CONFUSED

You cannot make opportunity attacks or use limited powers. Your next attack action will be a basic or at-will attack against any nearby ally, determined randomly.



Condition DAZED

You take a −4 penalty to all attacks.



Сопрітіоп

DAZED

You take a -4 penalty to all attacks.



FEAR

You are *dazed* (-4 penalty to attacks); *fear* also prevents you from using the escalation die.

Should your hit points increase past the *fear threshold* or you disengage from the monster, you lose the *dazed* effect and regain the escalation die henefits.

FEAR THRESHOLD (HP)

Condition

FEAR

You are *dazed* (–4 penalty to attacks); *fear* also prevents you from using the escalation die.

Should your hit points increase past the *fear threshold* or you disengage from the monster, you lose the *dazed* effect and regain the escalation die benefits.

SPECIAL



HAMPERED

You can only make basic attacks. You can still move normally.



Condition

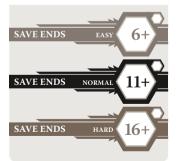
HAMPERED

You can only make basic attacks. You can still move normally.



HELPLESS

If you are *unconscious* or asleep, you are *helpless* and take a -4 penalty to all defenses. You are also a valid target of a *coup de grace*.



Condition

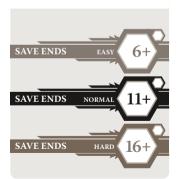
HELPLESS

If you are *unconscious* or asleep, you are *helpless* and take a –4 penalty to all defenses. You are also a valid target of a *coup de grace*.



stuck

You cannot move, disengage, pop free, change your position, or let anyone else move you without teleporting.



Сопрітіоп

s†uck

You cannot move, disengage, pop free, change your position, or let anyone else move you without teleporting.



stuппер

You take a -4 penalty to all defenses and cannot take any actions.



Сопрітіоп

STUППЕD

You take a -4 penalty to all defenses and cannot take any actions.



VULПERABLE

Attacks against you have their crit range expanded by 2 (normally 18+).



Сопрітіоп

VULПERABLE

Attacks against you have their crit range expanded by 2 (normally 18+).



WEAKERED

You take a −4 penalty to all attacks and to all defenses.



Condition

WEAKERED

You take a -4 penalty to all attacks and to all defenses.



SPECIAL EFFECT

GRABBED

When you are grabbed:

- You are engaged with the creature grabbing you.
- You cannot move away unless you teleport, somehow pop free first, or successfully disengage.
- Your disengage checks take a
 -5 penalty unless you hit
 the creature that is *grabbing* you the same turn that you
 are trying to disengage.
- You cannot make opportunity attacks.
- You cannot use ranged attacks, although melee and close attacks are fine.

Special Effect

GRABBED

The creature *grabbing* you:

- The creature grabbing you gets a +4 attack bonus against you.
- If you are smaller than the creature that is grabbing you, it can move and carry you along with no problem. If you are the same size or larger, it has to let go of you if it wants to move.
- If the creature grabbing you decides to let go and move away from you, it doesn't have to disengage or take an opportunity attack from you.
- The grabbing creature can let go of you as a free action.

ОПGOİПG DAMAGE

Special Effect

You take *ongoing damage* at the end of your turn immediately before you roll its save.

ONGOING DAMAGE



SPECIAL EFFECT ONGOING DAMAGE ONGOING DAMAGE



SPECIAL ACTION

RALLY

ONCE PER BATTLE

Once a battle, you can use a standard action to *rally*, spending one of your *recoveries* and regain hit points.

Special Action

RALLY

USED

ONCE PER BATTLE

If you want to *rally* again later in the same battle, make a normal save (11+). If you succeed, you can *rally* again that battle. If you fail the save, you can take your turn normally, but you cannot *rally* that round.



SPECIAL EFFECT

s†aggered

YOU ARE REDUCED TO HALF YOUR HIT POINTS OR FEWER.

If you are *staggered* when you take a quick rest, you must try to heal yourself, either with a *recovery* or from a spell that provides some true healing.

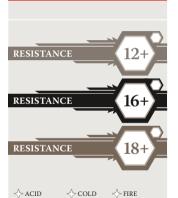
SPECIAL EFFECT

STAGGERED

YOUR ARE NOT STAGGERED

When you are reduced to half your hit points or fewer, you are *staggered*.

RESISTANCE



> HOLY

<> POISON

LIGHTNING

→ PSYCHIC

♦ WEAPON
♦ DAMAGE

FORCE

NEGATIVE

THUNDER

RESISTANCE

When an attack with a damage type you are resistant to targets you, the natural attack roll must equal or exceed your resistance number to deal full damage. If the roll is lower than your resistance, the attack deals half damage.

If you take *ongoing damage* of a type you *resist*, use the original attack roll to determine whether you take the full amount of ongoing damage or half the amount (rounded down). Any creature with *resistance* to an energy type is immune to normal energy of that type. This rule only applies to energy types, not to weapons.

SPECIAL EFFECT

TEMPORARY HP

When you take damage, subtract it from your *temporary hit points* first, and only apply damage to your regular hit points after the *temporary hit points* are used up.

TEMPORARY HIT POINTS

SPECIAL EFFECT

TEMPORARY HP

Temporary hit points don't stack.

When you gain more *temporary hit points* while you still have *temporary hit points* left, use only the higher amount and ignore the lower amount.

Temporary hit points reset to 0 after a battle and drop to 0 when you roll initiative.

DEATH & DYING

Roll a d 20 at the start of your turn.

16+, use a *recovery* to return to consciousness and heal up to the number of hit points you rolled.

Natural 20, you get to take actions normally that turn.

15 or less, you take one step toward the grave. After the fourth failed death save in a single battle, you die. You also die when you reach negative hit points equal to half your maximum hit points.

If you use one of your *recoveries* (or otherwise get healed) while you are dying, ignore your current negative hit points. Start from 0 and add the hit points you've regained.

DEATH & DYING

You can still stabilize allies to keep them from dying (DC10 healing skill check using Wisdom as a standard action). Failure wastes your standard action, but doesn't hurt your friend. Success stabilizes your ally. If your stabilization check is 25+, it only takes a quick action.

A stabilized character is still unconscious, rolling death saves on their turn, but failed death saves are ignored while stabilized.

Feeding a dying character a healing potion gets them conscious and back on their feet, but always takes a standard action.

FAILED SAVES



Rest & Recharge

RECOVERIES

When you use a *recovery*, regain lost hit points by rolling recovery dice equal to your level and adding your Constitution modifier. Your class indicates which *recovery die* to use.

At 5th level, double the bonus you get from your Con modifier. At 8th level, triple it.

If you perform an action that requires a *recovery* but have none left, you get only half the healing you would otherwise get and take a -1 penalty to all defenses and attack rolls until your next full heal-up. This penalty stacks for each *recovery* used that you don't possess.

Rest & Recharge

RECOVERY

AVAILABLE

Rest & Recharge

RECOVERY

USED

When you use a *recovery*, regain lost hit points by rolling *recovery dice* equal to your *level* and adding your *Constitution modifier*. Your class indicates which *recovery die* to use.

At 5th level, double the bonus you get from your Con modifier. At 8th level, triple it.

If an action requires a *recovery* but you have none left, you get only half the healing and take a -1 penalty to all defenses and attack rolls until your next full heal-up.

This penalty stacks for each *recovery* used that you don't possess.