

CONDITIONS QUICK REFERENCE

BASIC CONDITIONS

Falling: (pg. 49) Most creatures will take 1d6 damage per 10 full feet they fall, up to 20d6 maximum. Spikes or other hazardous terrain at the bottom will add at least 1d6 to the total. A creature that intentionally leaps or skids down in a controlled way may make a Dex or Str/Exert skill check at a difficulty of 7 + 1 for every 10 full feet; on a success, the effective distance fallen is halved.

Frail: (pg. 48). Frail PCs cannot heal naturally and will die if they are reduced to 0 hp. The condition can be removed with a week of bedrest or a healer making an hour-long skill check against a DC of 10. Only one such check can be made.

Grappled: (pg. 43) A grappled creature cannot move and automatically takes unarmed attack damage from each creature grappling them at the end of their turn. A grapple can be escaped by spending a main action to make and win an opposed Str/Punch check. If they are grappled by multiple opponents, the grapplers each make individual rolls against the defender's one.

Mortally Wounded: (pg. 48) When an important creature is reduced to 0 hp it is Mortally Wounded. It will die in 6 rounds and dies instantly if they take damage. One ally per round can attempt to stabilize them with an Int/Heal or Dex/Heal check. The DC for this check is 8 plus the number of rounds the subject has been mortally wounded, plus 2 *if the healer lacks proper tools*. Stabilized creatures gain 1 hp and can get up after 10 minutes with the **Frail** condition.

Prone: (pg. 45) A prone creature has a -4 to hit with melee attacks. Enemies have a -2 penalty to hit a prone creature with ranged attacks and a +2 bonus to hit them with melee attacks. Prone creatures move at ½ their normal speed. Standing up from prone takes a move action.

Suffocating: (pg. 49) Creatures can fight or act normally without air for one round per point of Constitution, or 10 rounds for most NPCs. If they don't move, they can quadruple this time. Once they run out of air, they must make a Physical save each round or take 1 hit point of damage per HD or level they have.

CUSTOM CONDITIONS

On Fire: A creature that is On Fire takes 1d6 damage at the start of each round they are on fire. At the end of each round that a PC remains On Fire they must make a Luck saving throw; on a failure the player chooses flammable items they are wearing or carrying to be destroyed. The total encumbrance of the destroyed items must be equal to or greater the amount of damage they took from being On Fire (loose flammable items with 0 encumbrance are destroyed after the first failed save). Magic items made of flammable materials are viable choices unless they have the *adamantine* or *fireproof* traits. Grimoires are proofed against fire and can only be destroyed if the On Fire damage is higher than the creator's hit dice. In such an event the grimoire has an encumbrance of one. An ignited creature can end this condition by spending a round rolling on the ground or dousing themselves in water.

Restrained: A restrained creature loses its move action, has a -2 penalty to all evasion saves, has a -4 penalty to all attack rolls, and cannot make attacks with any weapon larger than a dagger. Attackers gain a +2 bonus to hit the restrained creature.

Burning Spellbooks

A player may have no interest in obtaining new spells. In such a case a GM should consider making grimoires fully fireproof.