CORE 618 FATIGUED Take a -1 status penalty to AC and saving throws. greater cover against ranged attacks (but remain flat-footed). **BLINDED** You can't see. All normal terrain is difficult terrain. You During exploration, you can't choose an exploration activity. can't detect anything using vision. Automatically critically fail Recover from fatigue after a full night's rest.

QUICKENED You gain 1 additional action at the start of your turn Perception checks that require you to see: if vision is your only FLAT-FOOTED Take a -2 circumstance penalty to AC.

You are immune to visual effects. Blinded overrides dazzled. source of the condition as expediently as possible. You can't **BROKEN** A broken object can't be used, nor does it grant bonuses. Delay or Ready. Broken armor grants its item bonus to AC, but gives a status

FRIGHTENED Take a status penalty equal to the value to all check-

penalty to AC (-1 light, -2 medium, -3 heavy). An effect that makes and DCs. At the end of each of your turns, the value decreases CLUMSY Take a status penalty equal to your clumsy value

GRABBED You're immobilized and flat-footed. If you attempt

manipulate action, you must succeed at a DC 5 flat check or it saves, ranged attacks, and skill checks using Acrobatics, is lost MMOBILIZED You can't take any action with the move trait. If you're

CONFUSED You are flat-footed, don't treat anyone as your ally, and immobilized by something holding you in place and an external can't Delay, Ready, or use reactions. Use all your actions to Strike force would move you, the force must succeed at a check against or cast offensive cantrips. The GM determines targets randomly. the DC of the effect holding you in place you or the relevant If you have no other option, target yourself, automatically defense (usually Fortitude DC) of the creature holding you in hitting. If it's impossible for you to attack or cast spells, you

babble incoherently, wasting your actions. Each time you take PARALYZED You're flat-footed and can't take actions except Reca damage from an attack or spell, attempt a DC 11 flat check to

Knowledge and others that require only your mind. You can't

PERSISTENT DAMAGE Instead of taking persistent damage immediately, take it at the end of each of DEAFENED Automatically critically fail Perception checks that vour turns, rolling any damage dice each require hearing. Take a -2 status penalty to Perception checks time. After you take persistent damage, roll for initiative and checks that involve sound but also rely on a DC 15 flat check to see if you recover. If other senses. If you perform an action that has the auditory you succeed, the condition ends.

trait, you must succeed at a DC 5 flat check or the action is lost. You or an ally can help you recover, allowing an additional flat check. This usually takes 2 actions, and DRAINED Take a status penalty equal to your drained value on must be something that would reasonably help against Constitution-based checks, such as Fortitude saves. Lose Hit Points the source of the damage, The GM can reduce the DC

Points by resting for 8 hours, your drained value is reduced by 1, but you don't immediately recover the lost Hit Points. anything. You're an object with double **ENCUMBERED** You're clumsy 1 and take a -10-foot penalty to all your normal Bulk (typically 12)

ENFEEBLED Take a status penalty equal to your enfeebled value to Strength-based rolls and DCs, including Strength-based melee HP you had when alive. attack rolls, Strength-based damage rolls, and Athletics checks. ASCINATED Take a -2 status penalty to Perception and skill circumstance penalty to attack

an item broken reduces the item's HP to its Broken Threshold.

on Dexterity-based checks and DCs, including AC, Reflex

CONTROLLED Your controller dictates how you act.

You are immune to auditory effects.

DAZZLED All creatures and objects are concealed from you.

Stealth, and Thievery.

unless they are related to the subject of your fascination. This you can take are Crawl and condition ends if a creature takes hostile actions toward you or Stand. Standing ends the prone any of your allies. Cover while prone, gaining

precise sense, you take a -4 status penalty to Perception checks. FLEEING On your turn, spend each action trying to escape

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.

ICKENED 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

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.

the value to checks

Intelligence, Wisdom, or

Charisma, including Will saves,

it's disrupted unless you succeed

at a flat check (DC = 5 + value).

◆ Two-Action Activity

◆ Three-Action Activity

and DCs based on

ICON KEY

Single Action

Free Action

Reaction

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 penalty equal to

equal to your level times the drained value, and your maximum to 10, have the damage end automatically, or change Hit Points are reduced by the same amount. When you regain Hit the number of actions.

> if Medium or 6 if Small), AC 9 Hardness 8, and the same current

each round. Many effects that make you quickened specify the types of additional actions you can use. Because quickened has its "your turn begins"; attempt a recovery check if you're dying; to 0 HP. Gain dying 1, or dying 2 if the damage came from movement. regain your 3 actions and 1 reaction.

BASIC ACTIONS

Aid 2 DC 20 check to give a +1 circumstance bonus to assisted skill check or attack roll (crit success: +2, +3 if master, +4 if **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 grapp

Critical Failure Your dying value increases by 2 restrained, or immobilized. Use unarmed attack modifier, Acrobatics, or Athletics.

item, or do a similar action. **Leap** (move) Jump horizontally 10 feet (15 feet if your Speed)

Ready 🍑 (concentrate) Prepare to take a single action or free DODMED The maximum dying value at which you die is reduced Give out 1 Hero Point to each PC at the start of the session action as a reaction with a trigger you designate.

without triggering reactions. **Seek** (concentrate, secret) Scan an area for signs of creatures of

Stand • (move) You stand up from prone.

Stride � (move) Move up to your Speed

spell attack rolls and DCs, and

appropriate skill checks. If you Cast a Spell

Arrest a Fall 2 Use Acrobatics to slow your fall while flying.

Burrow � (move) Move up to your burrow Speed. Fly � (move) Move up to your fly Speed. Moving upward counts

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 sto

Point Out 🂠 (auditory, manipulate, visual) Revea

ACT Use your actions.

END YOUR TURN End anything that lasts until the end of your Turn End anything the end of your Turn End anyth it; use one triggered action with a trigger of "vour turn ends".

30 feet or more), or vertically 3 feet and horizontally 5 feet.

objects using Perception. **Sense Motive** (concentrate, secret) See if a creature is lying.

Step • (move) Move 5 feet without triggering reactions.

Strike (attack) Attack with a weapon or unarmed attack.

Avert Gaze ◆Get a +2 circumstance bonus against visual abilities

as traveling through difficult terrain. You can move straight down

Mount � (move) Get on an allied animal bigger than you to

Raise a Shield • Put up a shield to get its bonus to AC.

START YOUR TURN Your durations measured in rounds KNOCKED OUT When reduced to 0 HP, move your initiative DIFFICULT TERRAIN Each square costs 5 extra feet of movement.

decrease by 1; use one triggered action with a trigger of to directly before the creature or effect that reduced you GREATER DIFFICULT TERRAIN Each square costs 10 extra feet of a critical hit or vour critical failure on a save. A nonlethal HAZARDOUS TERRAIN Moving through hazardous terrain deals effect makes you unconscious at 0 HP and doesn't give you damage. the dying condition.

turn; take persistent damage and attempt to recover from Attempt a recovery check at the start of your turn to determine UNEVEN GROUND Flat-footed and might need to Balance or fall whether you get better or worse. If you ever have 1 HP or prone. When you're hit or fail a save, succeed at a Reflex save more, you lose the dying condition. Any time you lose the or fall Conf 469 dying condition, increase your wounded value by 1. If you take | NCLINE You need to Climb to ascend an incline. You're flatdamage while dying, increase the dying value by 1 (or 2 on an footed while Climbing.

> RECOVERY CHECKS At the start of your turn when you're dying, COVER 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.

WOUNDED Any time you gain the dying condition or increase it effects, and Stealth checks to Hide or Sneak. You can use Take Interact 🍫 (manipulate) Grab an object, open a door, draw an for any reason, add your wounded value to the amount you Cover (Core 471) to increase this to greater cover. gain or increase your dying value. The wounded condition ends GREATER COVER As cover, but a +4 bonus. if you receive HP from Treat Wounds, or if you're restored to

by your doomed value. If your maximum dying value is reduced Give out roughly 1 more per hour of play, for a heroic act or a Release (manipulate) Release something you're holding to 0, you instantly die. Your doomed value decreases by 1 each moderate or major accomplishment. Hero Points can be spent time you get a full night's rest.

You can't wake up from unconsciousness while you have 0 Hit **SPEND ALL YOUR HERD POINTS** to avoid death. You can do this when Points. If you're unconscious and have 1 or more Hit Points, your dving condition would increase. Lose the dving condition and vou wake up in one of five ways. stabilize with 0 Hit Points. Don't gain or increase your

• You take damage, provided the damage doesn't drop you to wounded value from losing the dying condition in this way, but if you already had that condition

Take Cover ❖ Gain cover, or get greater cover if you have cover. • You receive healing, other than natural healing from resting. • you don't lose it or • Someone nudges or shakes you awake with an Interact action. decrease it.

• 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

> • The GM decides you wake up either because you have had a restful night's sleep or something disrupted that restful sleep.

Proficiency DC Success Healing Critical Healing

Exploration action. Downtime action **Trained** Maneuver in Flight �. Squeeze^E ARCANA (Int. Core 241) Recall Knowledge ◆ (Core 238)

NARROW SURFACE Flat-footed and must Balance to cross. When

Draw a line from the center of the attacker's space or burst to the center of the target's space. 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

SPEND 1 HERD POINT to reroll a check and use the second result **Core 459** This is a fortune effect

238), Learn a Spell^E (Core 238)

PERFORMANCE (Cha. Core 250) Perform • Trained Earn Income^D (Core 236)

Knowledge ❖ (Core 238)

SKILL ACTIONS

Trained Disarm 💠

RELIGION (Wis, Core 250) Recall Knowledge �� (Core 238) **Trained** Decipher Writing^E (Core 234), Identify Magic^E (Core

Subsist^D (Core 240)

STEALTH (Dex, Core 251) Conceal an Object . Hide .

Trained Cover Tracks^E, Track^E

THIEVERY (Dex. Core 253) Palm an Object . Steal

Frained Disable a Device 🌺. Pick a Lock 🌺

ACROBATICS (Dex. Core 240) Balance . Tumble Through .

18 38

24 48

25 50

-level spells are usually

DC ADJUSTMENTS

Trained Borrow an Arcane Spell^E, Decipher Writing^E (Core 234), Identify Magic^E (Core 238), Learn a Spell^E (Core 238)

DCS BY LEVEL High Jump ��, Long Jump ��, Shove �, Swim �, Trip � Level DC Level DC 0 14 13 31 CRAFTING (Int. Core 243) Recall Knowledge 🍫 (Core 238) **Trained** Craft^D, Earn Income^D (Core 236), Identify Alchemy^E **ECEPTION** (Cha, Core 245) Create a Diversion •, Impersonate

DIPLOMACY (Cha., Core 246) Gather Information^E, Make Impression^E, Request ❖

NTIMIDATION (Cha. Core 247) Coerce^E, Demoralize • LORE (Int. Core 247) Recall Knowledge 🍑 (Core 238)

ATHLETICS (Str. Core 241) Climb . Force Open . Grapple .

Trained Earn Income^D (Core 236) 11 28 MEDICINE (Wis, Core 248) Administer First Aid . Recall Knowledge ❖ (Core 238)

Spell Level DC **Trained** Treat Disease^D, Treat Poison ❖, Treat Wounds^E NATURE (Wis, Core 249) Command an Animal . Recall

Trained Identify Magic^E (Core 238), Learn a Spell^E (Core 238) OCCULTISM (Int. Core 249) Recall Knowledge (Core 238) **Trained** Decipher Writing^E (Core 234), Identify Magic^E (Core

uncommon or rare, so their difficulty 238), Learn a Spell^E (Core 238) should be adjusted accordingly. **SOCIETY** (Int, Core 250) Recall Knowledge ❖ (Core 238),

Trained Create Forgery^D, Decipher Writing^E (Core 234)

Survival (Wis, Core 252) Sense Direction^E, Subsist^D (Core 240)

GATHER INFORMATION Set a simple DC based on the notoriety

success adds something more subtle.

Creature Trait

Aberration

Covers Tracks.

CRAFT Use a DC of the item's level, adjusted for rarity. EARN INCOME TASKS The task level is typically the settlement's evel, and its DC uses the task level. Typical levels: village 0–1, town 2–4, city 5–7. non-area effect.

of the subject; adjust upward if the character seeks in-depth CORE **503** IDENTIFY MAGIC OR LEARN A SPELL Use the DC for the spell and Seek to find hidden creatures.

or item's level, adjusted by rarity; use the incredibly hard adjustment for cursed items. **RECALL KNOWLEDGE** Set a simple DC: if the character tries again for more knowledge, adjust the DC one step higher

Nature

Arcana, Nature

Religion

Arcana, Crafting

Arcana

Arcana, Nature

Occultism

Nature

Religion

Nature

Society

Religion

Occultism

Nature

Occultism

each time until they fail or attempt an incredibly hard check. SENSE DIRECTION Pick a simple DC: trained in normal and attack roll are rolled in secret by the GM. **UNNOTICED** A creature you're unnoticed by is totally unaware wilderness, expert in deep forest/underground, master or of your presence. legendary in weird/surreal environments.

SOCIAL SKILLS Use Will DC if known; if not, improvise a level. observed while invisible except via special abilities or magic TRACK Select a simple DC, or a Survival DC if the quarry

CREATURE IDENTIFICATION CORE 506 **AVOID NOTICE** Use Stealth to avoid being noticed. Use the creature's level, adjusted for rarity and fame. **EFEND** Raise a Shield before your first turn begins. Success recalls a well-known attribute: critical

DETECTING CREATURES

FOLLOW THE EXPERT (audible, concentration, visual) Gain ponus with a skill from an expert ally. Add your level if Occultism

TRAVEL SPEED

UBSERVED A creature you're observed by knows where you are and can target you normally. CONCEALED A creature that you're concealed from must

HIDDEN A creature vou're hidden from knows the space STRUCTURES vou're in. It is flat-footed to you, and must succeed at a D 11 flat check to affect you. You can Hide to become hidden

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. Thi works like targeting a hidden creature, but the flat check Crumbling masonry 15

NVISIBLE You're undetected by everyone. You can't become

EXPLORATION ACTIVITIES You must move at half speed to use any of these activities.

JETECT MAGIC (concentrate) Detect magic at regular intervals. untrained, and get +2 circumstance bonus (+3 if ally is Lift wooden portcullis

naster, +4 if ally is legendary). Lift iron portcullis HUSTLE Move at double Speed for up to Con × 10 minutes Bend metal bars

(minimum 10 minutes). * Use the Thievery DC of the locking mechanism if it's higher. INVESTIGATE (concentrate) Use Recall Knowledge to

Speed Feet per Minute Miles per Hour Miles p REPEAT A SPELL (concentrate) Repeatedly cast

(concentrate) Party members ge circumstance bonus to their initiative

EARCH (concentrate) Seek for hidden door

Damage 8d6-12d6

ENVIRONMENTAL DAMAGE

Climb DC Hardne

When you fall more than 5 feet, take bludgeoning damage Accomplishment

equal to half the distance you fell. If you take any damage, Minor you land prone. If you fall into water or a soft substance, Moderate succeed at a DC 5 flat check when targeting you with a calculate damage as though the fall were 20 feet shorter, 30 Major* if you intentionally dove in (up to the depth of the substance).

s, HP (BT)		
	Hazard Level	
0 (20)	Party level - 4	
6 (28)	Party level - 3	
0 (30)	Party level - 2	
2 (36)	Party level - 1	
s, HP (BT)	Party level	
(20)	Party level + 1	
(20)	Party level + 2	
6 (28)	Party level + 3	
6 (28)	Party level + 4	
2 (36)	1 4. 27 13 701 7 1	
s, HP (BT)	ENCOUNTER B	
(20)	Difficulty	

40 or less

ELITE ADJUSTMENT

• Add 2 to AC, attack bonus, DCs, saves, Perception, and skills • Add 2 to damage for Strikes and offensive abilities, or 4 for abilities that can be used only a limited number of times. • Increase HP using this table:

: 479	Starting Level	ne ilicrease
er Day	1 or lower	10
, , ,	2-4	15
	5-19	20
	20+	30
)	WEAK ADIII	CTMENT

Decrease HP using this table:

Starting Level HP Decrease

Character Adjustm

• Subtract 2 from AC, attack bonus, DCs, saves, Perception, and

• Subtract 2 from damage for Strikes and offensive abilities, or 4 for abilities that can be used only a limited number of times

