**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 Dexteritybased 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.

CONDITIONS

**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

**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 Strengthbased 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 expediently 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

MMOBILIZED You can't take any action with the move trait. If vou'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 you 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 ne damage end automatically, or change the number of actions.

ETRIFIED 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 ound. Many effects that make you quickened 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 uickened 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 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

> > **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).

> > > **ICON KEY** Single Action Two-Action Activity **◆** Three-Action Activity Free Action **→** Reaction

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START YOUR TURN Your durations measured in rounds decrease by 1; KNOCKED OUT When reduced to 0 HP, move your initiative to directly before

**2 Act** Use your actions.

**END YOUR TURN** End anything that lasts until the end of your turn; DYING You are unconscious. If you ever reach dying 4, you die. Attempt a take persistent damage and attempt to recover from it; use one triggered action with a trigger of "your turn ends."

## **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 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 unarmed 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.

triggering reactions. **Seek** ❖ (concentrate, secret) Scan an area for signs of creatures or objects

**Sense Motive** (concentrate, secret) See if a creature is lying. **Stand** • (move) You stand up from prone.

**Step \spadesuit** (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 2 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.

## **TERRAIN**

**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 fail 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

Draw a line from the center of the attacker's space or burst to the center of 0 Hit Points. Don't

LESSER COVER +1 circumstance bonus to AC if line passes through creatures your wounded value

COVER +2 circumstance bonus to AC, Reflex saves against area effects, and condition in this way, but if Stealth checks to Hide or Sneak. You can use Take Cover (Core 471) to you already had that condition increase this to greater cover.

GREATER COVER As cover, but a +4 bonus.

## **DEATH AND DYING**

use one triggered action with a trigger of "your turn begins"; attempt the creature or effect that reduced you to 0 HP. Gain dying 1, or dying 2 a recovery check if you're dying; regain your 3 actions and 1 reaction. 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 dving condition.

> 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 value. If your maximum dying value is reduced to 0, you instantly Release • (manipulate) Release something you're holding without die. Your doomed value decreases by 1 each time you get a full night's rest.

## **Unconscious**

**TREAT WOUNDS** 

CORE 475

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 • 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.

|                 |            | Success           | Critical |
|-----------------|------------|-------------------|----------|
| Proficiency     | DC         | Healing           | Healing  |
| Trained         | 15         | 2d8               | 4d8      |
| Expert*         | 20         | 2d8+10            | 4d8+10   |
| Master*         | 30         | 2d8+30            | 4d8+30   |
| Legendary*      | 40         | 2d8+50            | 4d8+50   |
| * Rolling agair | st a highe | r DC is optional. |          |

CORE 467. 507

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 HERD POINT** to reroll a check and use the second result. This is a fortune 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 gain or increase from losing the dying

**SKILL ACTIONS** 

**E** Exploration action, **D** Downtime action ACROBATICS (Dex, Core 240) Balance , Tumble Through **Trained** Maneuver in Flight . Squeeze<sup>E</sup>

ARCANA (Int, Core 241) Recall Knowledge ❖ (Core 238) **Trained** Borrow an Arcane Spell<sup>E</sup>, Decipher Writing<sup>E</sup> (Core 234), Identify Magic<sup>E</sup> (Core 238), Learn a Spell<sup>E</sup> (Core 238)

ATHLETICS (Str., Core 241) Climb ❖, Force Open ❖, Grapple ❖, High Jump ❖, Long Jump ❖, Shove ❖, Swim ❖, Trip ❖

Trained Disarm • CRAFTING (Int, Core 243) Recall Knowledge ❖ (Core 238), Repair<sup>E</sup>

**Trained** Craft<sup>D</sup>, Earn Income<sup>D</sup> (Core 236), Identify Alchemy<sup>E</sup> **DECEPTION** (Cha, Core 245) Create a Diversion •, Impersonate<sup>E</sup>, Lie

Trained Feint �

**DIPLOMACY** (Cha, Core 246) Gather Information<sup>E</sup>, Make an Impression<sup>E</sup>, Request 🍫 **NTIMIDATION** (Cha, Core 247) Coerce<sup>E</sup>, Demoralize •

LORE (Int, Core 247) Recall Knowledge ❖ (Core 238)

**Trained** Earn Income<sup>D</sup> (Core 236)

MEDICINE (Wis, Core 248) Administer First Aid 🌺, Recall Knowledge ◆ (Core 238) **Trained** Treat Disease<sup>D</sup>, Treat Poison ❖, Treat Wounds<sup>E</sup>

NATURE (Wis, Core 249) Command an Animal ❖, Recall Knowledge

**♦** (Core 238) **Trained** Identify Magic<sup>E</sup> (Core 238), Learn a Spell<sup>E</sup> (Core 238)

**OCCULTISM** (Int. Core 249) Recall Knowledge ❖ (Core 238)

**Trained** Decipher Writing<sup>E</sup> (Core 234), Identify Magic<sup>E</sup> (Core 238), Learn a Spell<sup>E</sup> (Core 238)

PERFORMANCE (Cha, Core 250) Perform • **Trained** Earn Income<sup>D</sup> (Core 236)

**RELIGION** (Wis, Core 250) Recall Knowledge ◆ (Core 238)

**Trained** Decipher Writing<sup>E</sup> (Core 234), Identify Magic<sup>E</sup> (Core 238), Learn a Spell<sup>E</sup> (Core 238)

**Society** (Int, Core 250) Recall Knowledge ◆ (Core 238), Subsist<sup>D</sup> (Core

**Trained** Create Forgery<sup>D</sup>, Decipher Writing<sup>E</sup> (Core 234) STEALTH (Dex, Core 251) Conceal an Object ❖, Hide ❖, Sneak ❖ **SURVIVAL** (Wis, Core 252) Sense Direction<sup>E</sup>, Subsist<sup>D</sup> (Core 240)

**Trained** Cover Tracks<sup>E</sup>, Track<sup>E</sup>

**THIEVERY** (Dex, Core 253) Palm an Object •, Steal • **Trained** Disable a Device . Pick a Lock

## **SPECIFIC SKILL DCS**

**CRAFT** Use a DC of the item's level, adjusted for rarity.

EARN INCOME TASKS The task level is typically the settlement's level, city 5–7.

GATHER INFORMATION Set a simple DC based on the notoriety of the subject; adjust upward if the character seeks in-depth information. IDENTIFY MAGIC OR LEARN A SPELL Use the DC for the spell 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 one step higher each time until they fail or attempt an incredibly hard check. SENSE DIRECTION Pick a simple DC: trained in normal wilderness, expert

in deep forest/underground, master or legendary in weird/surreal **SOCIAL SKILLS** Use Will DC if known; if not, improvise a level.

**TRACK** Select a simple DC, or a Survival DC if the quarry Covers Tracks.

| SIMPLE DCS |    | <b>Core 503</b> |
|------------|----|-----------------|
| Rank       | DC |                 |
| Untrained  | 10 |                 |
| Trained    | 15 |                 |
| Expert     | 20 |                 |
| Master     | 30 |                 |
| Legendary  | 40 |                 |

**DCS BY LEVEL** 

Level DC Level DC

| LCVCI      | DC            | ECVCI            |         |  |
|------------|---------------|------------------|---------|--|
| 0          | 14            | 13               | 31      | A STATE OF THE STA |
| 1          | 15            | 14               | 32      |  |
| 2          | 16            | 15               | 34      |  |
| 3          | 18            | 16               | 35      |  |
| 4          | 19            | 17               | 36      |  |
| 5          | 20            | 18               | 38      |  |
| 6          | 22            | 19               | 39      |  |
| 7          | 23            | 20               | 40      |  |
| 8          | 24            | 21               | 42      |  |
| 9          | 26            | 22               | 44      | M  |
| 10         | 27            | 23               | 46      |  |
| 11         | 28            | 24               | 48      | <u> </u>   |
| 12         | 30            | 25               | 50      | 7  |
|            | Spell Level   | DC               |         | <u> </u>   |
|            | 1st           | 15               |         |  |
|            | 2nd           | 18               |         |  |
|            | 3rd           | 20               |         | <b>I</b>   |
|            | 4th           | 23               |         | A second   |
|            | 5th           | 26               |         |  |
|            | 6th           | 28               |         |  |
|            | 7th           | 31               |         | <i>f</i>   |
|            | 8th           | 34               |         | A STATE OF THE STA |
|            | 9th           | 36               |         | <u> </u>   |
|            | 10th*         | 39               |         |  |
| 10th-lev   | el spells are | usually uncom    | mon or  | rare, so 🚪   |
| neir diffi | culty should  | l be adjusted ac | cording | ly.  |
|            |               |                  |         |  |
| CAD        | ILISTME       | NTS              |         | Cope 504   |

# **DC ADJUSTMENTS**

| Incredibly easy          | -10 |  |
|--------------------------|-----|--|
| Very easy                | -5  |  |
| Easy                     | -2  |  |
| Hard (uncommon)          | +2  |  |
| Very hard (rare)         | +5  |  |
| Incredibly hard (unique) | +10 |  |
|                          |     |  |

## **CREATURE IDENTIFICATION**

CORE SO4

Use the creature's level, adjusted for rarity and fame. Success recalls a and its DC uses the task level. Typical levels: village 0-1, town 2-4, well-known attribute; critical success adds something more subtle.

| Creature Trait | Skills           | Creature Trait | Skills    |
|----------------|------------------|----------------|-----------|
| Aberration     | Occultism        | Humanoid       | Society   |
| Animal         | Nature           | Monitor        | Religion  |
| Astral         | Occultism        | Ooze           | Occultism |
| Beast          | Arcana, Nature   | Plant          | Nature    |
| Celestial      | Religion         | Spirit         | Occultism |
| Construct      | Arcana, Crafting | Undead         | Religion  |
| Dragon         | Arcana           |                |           |
| Elemental      | Arcana, Nature   |                |           |
| Ethereal       | Occultism        |                |           |
| Fey            | Nature           |                |           |
| Fiend          | Religion         |                |           |
| Fungus         | Nature           |                |           |
|                |                  |                |           |

# **DETECTING CREATURES**

**DBSERVED** 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-

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

**UNNUTICED** 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.

attack roll are rolled in secret by the GM.

**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 + 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 thei initiative rolls.

**SEARCH** (concentrate) Seek for hidden doors and hazards. **FALLING DAMAGE** 

When you fall more than 5 feet, take bludgeoning damage equal to hal 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 wer 20 feet shorter.

| STRUCTURES        |          |                   | Core 515 |
|-------------------|----------|-------------------|----------|
| Door              | Climb DC | Hardness, HP (BT) |          |
| Wood              | 20       | 10, 40 (20)       |          |
| Stone             | 30       | 14, 56 (28)       |          |
| Reinforced wood   | 15       | 15, 60 (30)       |          |
| Iron              | 30       | 18, 72 (36)       |          |
| Wall              | Climb DC | Hardness, HP (BT) |          |
| Crumbling masonry | 15       | 10, 40 (20)       |          |
| Wooden slats      | 15       | 10, 40 (20)       |          |
| Masonry           | 20       | 14, 56 (28)       |          |

| Iron                 | 10 | 18, 72 (36)   |                 |
|----------------------|----|---------------|-----------------|
| FORCE OPEN           |    |               | <b>Core 515</b> |
| Structure            |    | Force Open DC |                 |
| Stuck door or window |    | 15            |                 |

40 18, 72 (36)

Climb DC Hardness, HP (BT

10 10, 40 (20)

| Structure                      | Force Upen DC                   | • |
|--------------------------------|---------------------------------|---|
| Stuck door or window           | 15                              |   |
| Exceptionally stuck            | 20                              |   |
| ift wooden portcullis          | 20*                             |   |
| ift iron portcullis            | 30*                             |   |
| Bend metal bars                | 30                              |   |
| Use the Thievery DC of the loc | cking mechanism if it's higher. |   |

footed to you, and must succeed at a DC 11 flat check to affect you. You 3-1/2 400

TRAVEL SPEED

| ENVIRONME | Core <b>512</b> |          |
|-----------|-----------------|----------|
| Category  | Damage          |          |
| Minor     | 1d6-2d6         |          |
| Moderate  | 4d6-6d6         |          |
| Major     | 8d6-12d6        |          |
| Massive   | 18d6-24d6       |          |
| XP AWARDS |                 | Core 508 |

| Accomplishment         | XP Award            |  |
|------------------------|---------------------|--|
| Minor                  | 10 XP               |  |
| Moderate*              | 30 XP               |  |
| Major*                 | 80 XP               |  |
| * Typically awards a l | Hero Point as well. |  |
|                        |                     |  |

| +2   | Hazard Level    | Simple Hazard | or Complex Hazard |  |
|------|-----------------|---------------|-------------------|--|
| T    | Party level - 4 | 2 XP          | 10 XP             |  |
| n.)  | Party level - 3 | 3 XP          | 15 XP             |  |
| 11.) | Party level - 2 | 4 XP          | 20 XP             |  |
|      | Party level - 1 | 6 XP          | 30 XP             |  |
| ue   | Party level     | 8 XP          | 40 XP             |  |
|      | Party level + 1 | 12 XP         | 60 XP             |  |
| eir  | Party level + 2 | 16 XP         | 80 XP             |  |
|      | Party level + 3 | 24 XP         | 120 XP            |  |
|      | Party level + 4 | 32 XP         | 160 XP            |  |
|      |                 |               |                   |  |

| <b>CORE 463</b>                | <b>ENCOUNTER</b> | Core 48    |                         |
|--------------------------------|------------------|------------|-------------------------|
| qual to half<br>e. If you fall | Difficulty       | XP Budget  | Character<br>Adjustment |
| he fall were                   | Trivial          | 40 or less | 10 or less              |
|                                | Low              | 60         | 15                      |
|                                | Moderate         | 80         | 20                      |
| Core S1S                       | Severe           | 120        | 30                      |
|                                | Extreme          | 160        | 40                      |

BESTIARY 6

BESTIARY 6

**ELITE ADJUSTMENT** 

+2 to AC, attack bonus, DCs, saves, Perception, skills. +2 to damage for Strikes and offensive abilities, or +4 to abilities that can be

used a limited number of times. Increase HP using this table:

| Starting Level | HP Increase |  |
|----------------|-------------|--|
| 1 or lower     | 10          |  |
| 2-4            | 15          |  |
| 5-19           | 20          |  |
| 20+            | 30          |  |

**WEAK ADJUSTMENT** 

2 to AC, attack bonus, DCs, saves, Perception, skills. 2 to damage for Strikes and offensive abilities, or -4 to abilities that can

e used a limited number of times. ecrease HP using this table:

Starting Level HP Decrease

