

PLAYER REFERENCE CARD

CHECKS



D20 + STATISTIC

Include bonuses and penalties.

Compare to the DC to determine success.

Critical Success Exceed the DC by 10 or more.

Success Meet or exceed the DC.

Failure Get lower than the DC.

Critical Failure Get 10 below the DC or lower.

ROLLING 20 OR 1

If you roll a 20 on the die, increase the degree of success by one step.

If you roll a 1 on the die, decrease the degree by one step.

DCS

Difficulty Class is the target number for a check. Add 10 to a statistic to turn it into a DC.

ON YOUR TURN

At the start of your turn, regain your 3 actions and 1 reaction.



You can use these basic actions, any others on page 65 of the *Hero's Handbook*, and any from your class. Speaking or dropping something doesn't take an action.

Drop Prone (move) Fall prone.

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 vertically 3 feet and horizontally 5 feet.

Seek (concentrate, secret) Scan an area for signs of creatures or objects using Perception.

Stand (move) Stand from prone.

Step (move) Move 5 feet without triggering reactions.

Stride (move) Move your Speed.

Strike (attack) Attack with a weapon or unarmed attack. Roll an attack roll against the target's AC. The multiple attack penalty is -5 on your second attack, -10 on your third (or -4 and -8, respectively, with agile weapons).

CONDITIONS

CONCEALED While you're concealed from a creature, such as in a thick fog, you're difficult for that creature to target. A creature you're concealed from must succeed at a DC 5 flat check (roll a 5 or higher on a d20 without adding anything) when targeting you with an attack, spell, or other effect. This applies only to abilities with targets, not to ones with areas that don't let the user select targets. If the flat check fails, the attack, spell, or effect doesn't affect you.

FLAT-FOOTED You're unable to defend yourself well. You take a -2 circumstance penalty to AC. Flanking (*Hero's Handbook* 69) makes you flat-footed only to creatures flanking you, but some effects make you flat-footed against everything.

FRIGHTENED This condition has a value. You take a status penalty equal to this value to all your checks and DCs. At the end of each of your turns, the value of your frightened condition decreases by 1. When it reaches 0, you're no longer frightened.

GRABBED You're held in place by another creature. You're unable to move and have the flat-footed condition (a -2 circumstance penalty to AC). If you use a manipulate action while grabbed, you must succeed at a DC 5 flat check (roll a 5 or higher on a d20 with no statistics) or the action does nothing; roll the check after spending the action, but before its effects happen.

PERSISTENT DAMAGE Instead of taking persistent damage immediately, you take it at the end of each of your turns as long as you have the condition. Whatever gives you persistent damage tells you the damage type and the dice; you roll the

damage dice each time. After you take persistent damage, roll a DC 15 flat check (roll 15 or higher on a d20 without adding anything) to see if you recover from the persistent damage. If you succeed, the condition ends. If you or someone else took steps to help you recover (like trying to snuff out a fire), the DC is 10.

If you gain persistent damage when you already have persistent damage of the same type, you keep only one: whichever has a higher amount or die size.

PRONE You're lying on the ground. You are flat-footed (-2 circumstance penalty to AC) and take a -2 circumstance penalty to attack rolls. Standing up ends the prone condition.

RESTRAINED You can't move, and you have the flat-footed condition (a -2 circumstance penalty to AC). You can't use any actions with the attack or manipulate traits except to attempt to Escape (*Hero's Handbook* 65). Restrained is stronger than grabbed, so grabbed doesn't affect you if you're restrained.

SLOWED When you regain your actions at the start of your turn, reduce the number of actions you regain by your slowed value. Because slowed has its effect at the start of your turn, you don't immediately lose actions if you become slowed during your turn.

UNCONSCIOUS See *Hero's Handbook* page 70.

WOUNDED See *Hero's Handbook* page 70.
