CONDITIONS

BLINDED You can't see. All normal terrain is difficult terrain. Athletics checks. You can't detect anything using vision. Automatically **FASCINATED** Take a -2 status penalty to Perception and skill attacks (but remain flat-footed). critically fail Perception checks that require you to see; checks, and you can't use actions with the concentrate trait QUICKENED You gain 1 additional action at the start of your penalty to Perception checks. You are immune to visual effects. Blinded overrides dazzled.

Core 618

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). An effect that makes an item broken reduces the item's HP to its Broken Threshold.

CLUMSY Take a status penalty equal to your clumsy value on Dexterity-based checks and DCs, including AC, Reflex saves, ranged attacks, and skill checks using Acrobatics, Stealth, and Thievery.

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 check to end the condition.

CONTROLLED Your controller dictates how you act.

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. 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 Hit Points.

all your Speeds.

value to Strength-based rolls and DCs, including Strength- attack rolls. The only move actions you can take are Crawl based melee attack rolls, Strength-based damage rolls, and and Stand. Standing ends the prone condition. You can Take

unless they are related to the subject of your fascination. turn each round. Many effects that make you quickened This condition ends if a creature takes hostile actions specify the types of additional actions you can use. Because toward you or any of your allies.

During exploration, you can't choose an exploration your turn.

activity. Recover from fatigue after a full night's rest. **RESTRAINED** You're tied up and can barely move, or a creature

FRIGHTENED Take a status penalty equal to the SICKENED Take a status penalty equal to the value on all of your turns, the value decreases by 1.

attempt a manipulate action, you must succeed at a DC the value by 1 (2 on a critical success). 5 flat check or it is lost.

place and an external force would move you, the force your turn. damage from an attack or spell, attempt a DC 11 flat 🧼 must succeed at a check against the DC of the effect STUNNED You can't act. A stunned value indicates how Fortitude DC) of the creature holding you in place.

> **PARALYZED** You're flat-footed and can't take actions except 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 and DCs based on Intelligence, Wisdom, or Charisma, persistent damage, roll a DC 15 flat check to see if you including Will saves, spell attack rolls and DCs, and recover. If you succeed, the condition ends.

You or an ally can help you recover, allowing an unless you succeed at a flat check (DC = 5 + value). additional flat check. This usually takes 2 actions, and must Lose Hit Points equal to your level times the drained 🛛 🌑 be something that would reasonably help against the source of the damage. The GM can reduce the DC to 10, have the damage end automatically, or change the number of actions. PETRIFIED You can't act, nor can you sense anything. You're an object with double your normal Bulk (typically **ENCLUMBERED** You're clumsy 1 and take a -10-foot penalty to 12 if Medium or 6 if Small), AC 9, Hardness 8, and the same current HP you had when alive.

ENFEEBLED Take a status penalty equal to your enfeebled **PRONE** You're flat-footed with a -2 circumstance penalty to

Cover while prone, gaining greater cover against ranged

quickened has its effect at the start of your turn, you don't **FATIGUED** Take a –1 status penalty to AC and saving throws. gain actions immediately if you become quickened during

FLAT-FODTED Take a -2 circumstance penalty to AC. has you pinned. You are immobilized and flat-footed, and FLEEING On your turn, spend each action trying to you can't use any actions with the attack or manipulate escape the source of the condition as expediently traits except to attempt to Escape or Force Open your as possible. You can't Delay or Ready. bonds. Restrained overrides grabbed.

value to all checks and DCs. At the end of each checks and DCs. You can't willingly ingest anything. You can spend an action retching to attempt a Fortitude save GRABBED You're immobilized and flat-footed. If you against the DC of the sickening effect. On a success, reduce

SLOWED When you regain your actions at the start of MMOBILIZED You can't take any action with the move your turn, reduce the number of actions by your slowed trait. If you're immobilized by something holding you in value. You don't lose actions immediately if slowed during

holding you in place you or the relevant defense (usually 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 Recall Knowledge and others that require only your mind. a duration, lose all your actions for the listed duration. Stunned overrides slowed. Actions lost to stunned count toward those lost to slowed.

> **STUPEFIED** Take a status penalty equal to the value to checks appropriate skill checks. If you Cast a Spell, it's disrupted



DEATH AND DYING

to directly before the creature or effect that reduced you equal to half the distance you fell. If you take any damage, GREATER DIFFICULT TERRAIN Each square costs 10 extra feet of to 0 HP. Gain dying 1, or dying 2 if the damage came from you land prone. If you fall into water or a soft substance, movement. a critical hit or your critical failure on a save. A nonlethal calculate damage as though the fall were 20 feet shorter, 30 HAZARDOUS TERRAIN Moving through hazardous terrain deals effect makes you unconscious at 0 HP and doesn't give you if you intentionally dove in (up to the depth of the substance). damage the dying condition.

Dying You are unconscious. If you ever reach dying 4, you die. Attempt a 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.

DODMED The maximum dying value at which you die is reduced by your doomed value. If your maximum dying value is reduced to 0, you instantly die. Your doomed value decreases by 1 each time you get a full night's rest.

UNCONSCIOUS

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 of five ways.

- 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. Conc 249 TREAT WOUNDS

	URDS				
Proficiency	DC	Success Healing	Critical Healing		
Trained	15	2d8	4d8		
Expert*	20	2d8+10	4d8+10		
Master*	30	2d8+30	4d8+30		
Legendary*	40	2d8+50	4d8+50		
* Rolling against a higher DC is optional.					

CORE 459 FALLING DAMAGE

KNOCKED OUT When reduced to 0 HP, move your initiative When you fall more than 5 feet, take bludgeoning damage DIFFICULT TERRAIN Each square costs 5 extra feet of movement.

ENTAL DAMAGE	Core S
Damage	
1d6-2d6	
4d6-6d6	
8d6-12d6	
18d6-24d6	
	Damage 1d6-2d6 4d6-6d6 8d6-12d6

TRAVEL	SPEED		Core 479
Speed	Feet per Minute	Miles per Hour	Miles per Day
10 feet	100	1	8
15 feet	150	1-1/2	12
20 feet	200	2	16
25 feet	250	2-1/2	20
30 feet	300	3	24
35 feet	350	3-1/2	28
40 feet	400	4	32

TRUCTURES

CORE 459

STRUCTURES				CIKE DID
Door	Climb DC	Harc	lness, HP (B	T)
Wood	20	1	10, 40 (20)	
Stone	30	1	14, 56 (28)	
Reinforced wood	15	1	15, 60 (30)	
Iron	30	1	18, 72 (36)	
Wall	Climb DC	Harc	lness, HP (B	T)
Crumbling masonry	15	1	0, 40 (20)	
Wooden slats	15	1	0, 40 (20)	
Masonry	20	1	4, 56 (28)	
Hewn stone	30	1	4, 56 (28)	
Iron	40	1	8, 72 (36)	
Portcullis	Climb DC	Harc	lness, HP (B	T)
Wood	10	1	0, 40 (20)	
Iron	10	1	8, 72 (36)	
Force Open				CORE S1S
Structure	Fo	rce Open D	C	
Stuck door or window	V	15		
Even anti-an all statuted		20		

Exceptionally stuck	20		
Lift wooden portcullis	20*		
Lift iron portcullis	30*		
Bend metal bars	30		
* Use the Thievery DC of the locking mechanism if it's higher.			

Core 463 TERRAIN

CORE 475

Core 477

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.

NCLINE You need to Climb to ascend an incline. You're flatfooted while Climbing.

COVER

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 effects, and Stealth checks to Hide or Sneak. You can use Take Cover (Core 471) to increase this to greater cover. **GREATER COVER** As cover, but a +4 bonus.

CORE SIS CREATURE IDENTIFICATION CORE SOG

Use the creature's level, adjusted for rarity and fame. Success recalls a well-known attribute; critical success adds something more subtle.

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

SIMPL	E DCS			Core 503	CREATUR	E NUM	BERS						GMG 56
Rank		DC			You can use th	ne followii	ng table to	improvise a	monster without	creating a stat	block. Mos	st of these use the high	numbers from
Untrain	ied	10			the Gamemas	tery Guide	е.						
Trained		15			Creature				Saves/Perception			o. 1	Spell DC
Expert		20			Level	Skill	AC	High	Moderate	Low	HP	Strike	and Attack
Master		30			-1	+5	15	+8	+5	+2	9	+8 for 1d4+1	16/+8
Legenda	ary	40			0	+6	16	+9	+6	+3	18	+8 for 1d6+2	16/+8
DCS B	Y LEVEL			CORE 503	1	+7	16	+10	+7	+4	25	+9 for 1d6+3	17/+9
Level	DC	Level	DC		2	+8	18	+11	+8	+5	38	+11 for 1d10+4	18/+10
0	14	13	31		3	+10	19	+12	+9	+6	55	+12 for 1d10+6	20/+12
1	15	14	32		4	+12	21	+14	+11	+8	75	+14 for 2d8+5	21/+13
2	16	15	34		5	+13	22	+15	+12	+9	95	+15 for 2d8+7	22/+14
3	18	16	35		6	+15	24	+17	+14	+11	120	+17 for 2d8+9	24/+16
4	19	17	36		7	+17	25	+18	+15	+12	145	+18 for 2d10+9	25/+17
5	20	18	38		8	+18	27	+19	+16	+13	170	+20 for 2d10+11	26/+18
6	22	19	39		9	+20	28	+21	+18	+15	195	+21 for 2d10+13	28/+20
7	23	20	40		10	+22	30	+22	+19	+16	220	+23 for 2d12+13	29/+21
8	24	21	42		11	+23	31	+24	+21	+18	245	+24 for 2d12+15	30/+22
9	26	22	44		12	+25	33	+25	+22	+19	270	+26 for 3d10+14	32/+24
10	27	23	46		13	+27	34	+26	+23	+20	295	+27 for 3d10+16	33/+25
11	28	24	48		14	+28	36	+28	+25	+22	320	+29 for 3d10+18	34/+26
12	30	25	50		15	+30	37	+29	+26	+23	345	+30 for 3d12+17	36/+28
	Spell Level	DC			16	+32	39	+30	+28	+25	370	+32 for 3d12+18	37/+29
	1st	15			17	+33	40	+32	+29	+26	395	+33 for 3d12+19	38/+30
	2nd	18			18	+35	42	+33	+30	+27	420	+35 for 3d12+20	40/+32
	3rd	20			19	+37	43	+35	+32	+29	445	+36 for 4d10+20	41/+33
	4th	23			20	+38	45	+36	+33	+30	470	+38 for 4d10+22	42/+34
	5th	26							n n Å				
	6th	28			ELITE AD			_	Bestiary 6	A STATE OF		USTMENT	Bestiary 6
	7th	31			• Add 2 to A and skills.	C, attack	bonus, D	Cs, saves, I	Perception,		ptract 2 fro ption, and s	om AC, attack bonu	s, DCs, saves,
	8th	34			Add 2 to dam	age for St	rikes and of	fensive	Mail			age for Strikes and off	ensive abilities
	9th	36			abilities, or 4			Terisive				t can be used only a l	
*	10th*	39			be used only a			C.A.	اسة ا	of times.			
	evel spells are	-			times.		1.1			• Decrease	HP using t	his table:	
		so their difficu	ulty		Increase HP	using this	table:			Starting Leve	HP	Decrease	
should	l be adjusted	accordingly.			Starting Level	U	Increase	All shares				10	

DC ADJ Difficulty

Incredibly e Very easy Easy Hard (uncor Very hard (r Incredibly I

USTMEN1	rs	CORE SO4	
	Adjustment		
easy	-10		
	-5		
	-2		
mmon)	+2		
(rare)	+5		
hard (unique)	+10		

lower	10	A STATE OF
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tarting Level	HP Decrease	
-2	10	
-5	15	
-20	20	
H1	20	

XP Awards

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

Adversary or Hazard Level	XP for Simple Hazard	0
Party level - 4	2 XP	
Party level - 3	3 XP	
Party level - 2	4 XP	
Party level - 1	6 XP	
Party level	8 XP	
Party level + 1	12 XP	
Party level + 2	16 XP	
Party level + 3	24 XP	
Party level + 4	32 XP	

ENCOUNTER BUDGET

Difficulty	XP Budget	Character Adjustm
Trivial	40 or less	10 or less
Low	60	15
Moderate	80	20
Severe	120	30
Extreme	160	40

VICTORY POINTS

Accumulating Rolls

Critical Success: The PCs gain 2 Victory Points. **Success:** The PCs gain 1 Victory Point. Critical Failure: The PCs lose 1 Victory Point. Jiminishing Rolls

Critical Success: If regaining ground is possible, the PCs gain 1 Victory Point. Otherwise, as success. **Success** The PCs avoid losing any Victory Points. Failure: The PCs lose 1 Victory Point. Critical Failure: The PCs lose 2 Victory Points.

Duration of Challenge	VP End Point			
Quick encounter	3–5			
Long encounter	7–10			
Most of a session	15-25			
Adventure-wide, sideline	15-20			
Adventure-wide, forefront	25-50			
Adventure-wide, forefront	25-50			

HAZARD NUMBERS

You can use the following table to improvise a hazard without creating a stat block. Most of these use the high numbers from the Gamemastery Guide.

		Stealth or		Sa	ves	Hardness,			
	Level	Disable DC	AC	High	Low	HP (BT)	Attack	Damage	DC
	-1	15/18	15	+8	+2	3, 12 (6)	+10	2d4+1	16/19
	0	16/19	16	+9	+3	4, 16 (8)	+11	2d6+3	16/19
XP for Creature	1	17/20	16	+10	+4	6, 24 (12)	+13	2d6+5	17/20
r Complex Hazard	2	18/21	18	+11	+5	8, 32 (16)	+14	2d10+7	18/22
10 XP	3	20/23	19	+12	+6	11, 44 (22)	+16	2d10+13	20/23
15 XP	4	22/25	21	+14	+8	12, 48 (24)	+17	4d8+10	21/25
20 XP	5	23/26	22	+15	+9	13, 52 (26)	+19	4d8+14	22/26
30 XP	6	25/28	24	+17	+11	14, 56 (28)	+20	4d8+18	24/27
40 XP	7	27/30	25	+18	+12	15, 60 (30)	+22	4d10+18	25/29
60 XP	8	28/31	27	+19	+13	16, 64 (32)	+23	4d10+22	26/30
80 XP	9	30/33	28	+21	+15	17, 68 (34)	+25	4d10+26	28/32
120 XP	10	32/35	30	+22	+16	18, 72 (36)	+26	4d12+26	29/33
160 XP	11	33/36	31	+24	+18	20, 80 (40)	+28	4d12+30	30/34
	12	35/38	33	+25	+19	21, 84 (42)	+29	6d10+27	32/36
C 1100	13	37/40	34	+26	+20	22, 88 (44)	+31	6d10+31	33/37
Core 489	14	38/41	36	+28	+22	23, 92 (46)	+32	6d10+35	34/39
aracter Adjustment	15	40/43	37	+29	+23	24, 96 (48)	+34	6d12+33	36/40
10 or less	16	42/45	39	+30	+25	26, 104 (52)	+35	6d12+35	37/41
15	17	43/46	40	+32	+26	28, 112 (56)	+37	6d12+37	38/43
20	18	45/48	42	+33	+27	30, 120 (60)	+38	6d12+41	40/44
30	19	47/50	43	+35	+29	32, 128 (64)	+40	8d10+40	41/46
40	20	48/51	45	+36	+30	34, 136 (68)	+41	8d10+44	42/47

GMG 148

REPUTATION

Reputation

Revered

Admired

Ignored

Disliked

Hunted

Hated

Liked

VP Thresholds				
-				
4				
5, 10, 15				
5, 10, 15,				

10, 20, 30, 40

Type Minor Moderate Major Favor +1 RP +2 RP +5 RP Disservice -1 RP -2 RP -5 RP or more Reputation Point Range 30 to 50 Reputation Points 15 to 29 Reputation Points 5 to 14 Reputation Points -4 to 4 Reputation Points

-5 to -14 Reputation Points

-15 to -29 Reputation Points

-30 to -50 Reputation Points

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