

# CONDITIONS CARD DECK



CONDITIONS + EFFECTS

*compatible with 13<sup>th</sup> Age™,  
and The Archmage Engine™*

## CONDITIONS CARD DECK

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## Condition

# CONFUSED

You cannot make opportunity attacks or use limited powers. Your next attack action will be a basic or at-will attack against any nearby ally, determined randomly.

SAVE ENDS

EASY

6+

SAVE ENDS

NORMAL

11+

SAVE ENDS

HARD

16+

## Condition

# CONFUSED

You cannot make opportunity attacks or use limited powers. Your next attack action will be a basic or at-will attack against any nearby ally, determined randomly.

END OF  
YOUR NEXT TURN

END OF  
MONSTER'S NEXT TURN

SPECIAL

## Condition

# DAZED

You take a -4 penalty to all attacks.

SAVE ENDS

EASY

6+

SAVE ENDS

NORMAL

11+

SAVE ENDS

HARD

16+

## Condition

# DAZED

You take a -4 penalty to all attacks.

END OF  
YOUR NEXT TURN

END OF  
MONSTER'S NEXT TURN

SPECIAL

## Condition

# FEAR

You are *dazed* (-4 penalty to attacks); *fear* also prevents you from using the escalation die.

Should your hit points increase past the *fear threshold* or you disengage from the monster, you lose the *dazed* effect and regain the escalation die benefits.

**FEAR THRESHOLD (HP)**

## Condition

# FEAR

You are *dazed* (-4 penalty to attacks); *fear* also prevents you from using the escalation die.

Should your hit points increase past the *fear threshold* or you disengage from the monster, you lose the *dazed* effect and regain the escalation die benefits.

**SPECIAL**

## Condition

# HAMPERED

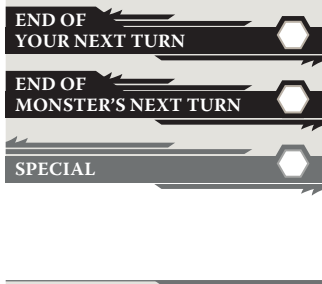
You can only make basic attacks.  
You can still move normally.



## Condition

# HAMPERED

You can only make basic attacks.  
You can still move normally.



## Condition

# HELPLESS

If you are *unconscious* or asleep, you are *helpless* and take a -4 penalty to all defenses. You are also a valid target of a *coup de grace*.

SAVE ENDS

EASY

6+

SAVE ENDS

NORMAL

11+

SAVE ENDS

HARD

16+

## Condition

# HELPLESS

If you are *unconscious* or asleep, you are *helpless* and take a -4 penalty to all defenses. You are also a valid target of a *coup de grace*.

END OF  
YOUR NEXT TURN

END OF  
MONSTER'S NEXT TURN

SPECIAL

## Condition

## STUCK

You cannot move, disengage, pop free, change your position, or let anyone else move you without teleporting.

SAVE ENDS

EASY

6+

SAVE ENDS

NORMAL

11+

SAVE ENDS

HARD

16+

## Condition

## STUCK

You cannot move, disengage, pop free, change your position, or let anyone else move you without teleporting.

END OF  
YOUR NEXT TURN

END OF  
MONSTER'S NEXT TURN

SPECIAL

Condition

# STUPPED

You take a -4 penalty to all defenses and cannot take any actions.

SAVE ENDS

EASY

6+

SAVE ENDS

NORMAL

11+

SAVE ENDS

HARD

16+

Condition

# STUPPED

You take a -4 penalty to all defenses and cannot take any actions.

END OF  
YOUR NEXT TURN

END OF  
MONSTER'S NEXT TURN

SPECIAL



## Condition

# VULNERABLE

Attacks against you have their crit range expanded by 2 (normally 18+).

SAVE ENDS

EASY

6+

SAVE ENDS

NORMAL

11+

SAVE ENDS

HARD

16+

## Condition

# VULNERABLE

Attacks against you have their crit range expanded by 2 (normally 18+).

END OF  
YOUR NEXT TURN

END OF  
MONSTER'S NEXT TURN

SPECIAL

## Condition

# WEAKENED

You take a -4 penalty to all attacks and to all defenses.

SAVE ENDS

EASY

6+

SAVE ENDS

NORMAL

11+

SAVE ENDS

HARD

16+

## Condition

# WEAKENED

You take a -4 penalty to all attacks and to all defenses.

END OF  
YOUR NEXT TURN

END OF  
MONSTER'S NEXT TURN

SPECIAL

## SPECIAL EFFECT

## GRABBED

**When you are *grabbed*:**

- You are engaged with the creature grabbing you.
- You cannot move away unless you teleport, somehow pop free first, or successfully disengage.
- Your disengage checks take a -5 penalty unless you hit the creature that is *grabbing* you the same turn that you are trying to disengage.
- You cannot make opportunity attacks.
- You cannot use ranged attacks, although melee and close attacks are fine.

## SPECIAL EFFECT

## GRABBED

**The creature *grabbing* you:**

- The creature *grabbing* you gets a +4 attack bonus against you.
- If you are smaller than the creature that is *grabbing* you, it can move and carry you along with no problem. If you are the same size or larger, it has to let go of you if it wants to move.
- If the creature *grabbing* you decides to let go and move away from you, it doesn't have to disengage or take an opportunity attack from you.
- The *grabbing* creature can let go of you as a free action.

## SPECIAL EFFECT

## ONGOING DAMAGE

You take *ongoing damage* at the end of your turn immediately before you roll its save.

## ONGOING DAMAGE

SAVE ENDS

NORMAL

11+

- |            |          |             |
|------------|----------|-------------|
| ✦ ACID     | ✦ COLD   | ✦ FIRE      |
| ✦ FORCE    | ✦ HOLY   | ✦ LIGHTNING |
| ✦ NEGATIVE | ✦ POISON | ✦ PSYCHIC   |
| ✦ THUNDER  | ✦ WEAPON | ✦ DAMAGE    |

## SPECIAL EFFECT

## ONGOING DAMAGE

## ONGOING DAMAGE

SAVE ENDS

EASY

6+

SAVE ENDS

HARD

16+

- |            |          |             |
|------------|----------|-------------|
| ✦ ACID     | ✦ COLD   | ✦ FIRE      |
| ✦ FORCE    | ✦ HOLY   | ✦ LIGHTNING |
| ✦ NEGATIVE | ✦ POISON | ✦ PSYCHIC   |
| ✦ THUNDER  | ✦ WEAPON | ✦ DAMAGE    |

## SPECIAL ACTION

## RALLY

## ONCE PER BATTLE

Once a battle, you can use a standard action to *rally*, spending one of your *recoveries* and regain hit points.

## SPECIAL ACTION

## RALLY

## USED

## ONCE PER BATTLE

If you want to *rally* again later in the same battle, make a normal save (11+). If you succeed, you can *rally* again that battle. If you fail the save, you can take your turn normally, but you cannot *rally* that round.

SAVE ENDS

NORMAL

11+

SPECIAL EFFECT

STAGGERED

YOU ARE REDUCED TO HALF  
YOUR HIT POINTS OR FEWER.

If you are *staggered* when you take a quick rest, you must try to heal yourself, either with a *recovery* or from a spell that provides some true healing.

SPECIAL EFFECT

STAGGERED

YOUR ARE NOT STAGGERED

When you are reduced to half your hit points or fewer, you are *staggered*.

## SPECIAL EFFECT

## RESISTANCE

RESISTANCE

12+

RESISTANCE

16+

RESISTANCE

18+

- |            |          |             |
|------------|----------|-------------|
| ✦ ACID     | ✦ COLD   | ✦ FIRE      |
| ✦ FORCE    | ✦ HOLY   | ✦ LIGHTNING |
| ✦ NEGATIVE | ✦ POISON | ✦ PSYCHIC   |
| ✦ THUNDER  | ✦ WEAPON | ✦ DAMAGE    |

## SPECIAL EFFECT

## RESISTANCE

When an attack with a damage type you are resistant to targets you, the **natural attack roll** must equal or exceed your *resistance number* to deal full damage. If the roll is **lower than your *resistance***, the attack deals half damage.

If you take *ongoing damage* of a type you *resist*, use the original attack roll to determine whether you take the full amount of ongoing damage or half the amount (rounded down).

Any creature with *resistance* to an energy type is immune to normal energy of that type. This rule only applies to energy types, not to weapons.

## SPECIAL EFFECT

# TEMPORARY HP

When you take damage, subtract it from your *temporary hit points* first, and only apply damage to your regular hit points after the *temporary hit points* are used up.

## TEMPORARY HIT POINTS

## SPECIAL EFFECT

# TEMPORARY HP

***Temporary hit points don't stack.***

When you gain more *temporary hit points* while you still have *temporary hit points* left, use only the higher amount and ignore the lower amount.

*Temporary hit points* reset to 0 after a battle and drop to 0 when you roll initiative.



## UNCONSCIOUS

# DEATH & DYING

**Roll a d20 at the start of your turn.**

**16+**, use a *recovery* to return to consciousness and heal up to the number of hit points you rolled.

**Natural 20**, you get to take actions normally that turn.

**15 or less**, you take one step toward the grave. After the fourth failed death save in a single battle, you die.

You also die when you reach negative hit points equal to half your maximum hit points.

If you use one of your *recoveries* (or otherwise get healed) while you are dying, ignore your current negative hit points. Start from 0 and add the hit points you've regained.

## UNCONSCIOUS

# DEATH & DYING

You can still stabilize allies to keep them from dying (DC 10 healing skill check using Wisdom as a standard action). Failure wastes your standard action, but doesn't hurt your friend. Success stabilizes your ally. If your stabilization check is 25+, it only takes a quick action.

A stabilized character is still unconscious, rolling death saves on their turn, but failed death saves are ignored while stabilized.

Feeding a dying character a healing potion gets them conscious and back on their feet, but always takes a standard action.

FAILED SAVES



## REST & RECHARGE

# RECOVERIES

RECOVERY DIE

LEVEL

CON MOD  $5^{\text{th}} \times 2$  |  $8^{\text{th}} \times 3$

RECOVERIES

USED

## REST & RECHARGE

# RECOVERIES

When you use a *recovery*, regain lost hit points by rolling recovery dice equal to your level and adding your Constitution modifier. Your class indicates which *recovery die* to use.

At 5<sup>th</sup> level, double the bonus you get from your Con modifier. At 8<sup>th</sup> level, triple it.

If you perform an action that requires a *recovery* but have none left, you get only half the healing you would otherwise get and take a -1 penalty to all defenses and attack rolls until your next full heal-up. This penalty stacks for each *recovery* used that you don't possess.

## RECOVERY

AVAILABLE

## RECOVERY

## USED

When you use a *recovery*, regain lost hit points by rolling *recovery dice* equal to your *level* and adding your *Constitution modifier*. Your class indicates which *recovery die* to use.

At 5<sup>th</sup> level, double the bonus you get from your Con modifier.

At 8<sup>th</sup> level, triple it.

If an action requires a *recovery* but you have none left, you get only half the healing and take a -1 penalty to all defenses and attack rolls until your next full heal-up.

This penalty stacks for each *recovery* used that you don't possess.