

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

CONDITIONS + EFFECTS



CONDITIONS CARD DECK

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Design by Kazekami  
kazekami303@gmail.com

Edited by Lasercleric

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SAVE ENDS HARD 16+

SAVE ENDS NORMAL 11+

SAVE ENDS EASY 6+

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.

**CONFUSED**

Condition

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

SAVE ENDS HARD 16+

SAVE ENDS NORMAL 11+

SAVE ENDS EASY 6+

You take a -4 penalty to all attacks.

**DAZED**

Condition

Condition

**DAZED**

You take a -4 penalty to all attacks.

END OF YOUR NEXT TURN

END OF MONSTER'S NEXT TURN

SPECIAL

**FEAR THRESHOLD (HP)**

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.

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

**FEAR**

Condition

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

SAVE ENDS HARD 16+

SAVE ENDS NORMAL 11+

SAVE ENDS EASY 6+

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

**HAMPERED**

Condition

Condition

**HAMPERED**

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

END OF YOUR NEXT TURN

END OF MONSTER'S NEXT TURN

SPECIAL

Print on card-stock paper, and cut along the black crop marks (works best with a sharp utility knife or paper/photo trimmer). Fold at the grey dash line, and glue them back-to-back.

You can also laminate the cards using *laminating pouches* in **business card format** (card size: 86 mm × 54 mm). But then please use normal paper, and don't glue them, because this would kill your laminator!

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.

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.

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+).

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.

END OF YOUR NEXT TURN  
END OF MONSTER'S NEXT TURN  
SPECIAL

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*.

EASY 6+  
NORMAL 11+  
HARD 16+  
SAVE ENDS

Condition

**STUCK**

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

EASY 6+  
NORMAL 11+  
HARD 16+  
SAVE ENDS

Condition

**STUPPED**

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

EASY 6+  
NORMAL 11+  
HARD 16+  
SAVE ENDS

Condition

**VULNERABLE**

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

EASY 6+  
NORMAL 11+  
HARD 16+  
SAVE ENDS

Condition

**WEAKENED**

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

EASY 6+  
NORMAL 11+  
HARD 16+  
SAVE ENDS

**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**

**RESISTANCE**

**RESISTANCE**

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**RESISTANCE**

18+ 16+ 12+

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

**SPECIAL ACTION**

**RALLY**

**ONCE PER BATTLE**

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

**SPECIAL EFFECT**

**ONGOING DAMAGE**

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

**SAVE ENDS** NORMAL

11+

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

**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**

**STAGGERED**

**YOUR ARE NOT STAGGERED**

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

**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 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**

**ONGOING DAMAGE**

**ONGOING DAMAGE**

**SAVE ENDS** EASY

6+

**SAVE ENDS** HARD

16+

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

**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.

REST & RECHARGE

RECOVERY

AVAILABLE

REST & RECHARGE

RECOVERY

AVAILABLE

REST & RECHARGE

RECOVERIES

RECOVERY DIE

LEVEL

CON MOD 5<sup>th</sup>\*2 | 8<sup>th</sup>\*3

USED

VIGILANT

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.

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

REST & RECHARGE

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.

REST & RECHARGE

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.

REST & RECHARGE

RECOVERIES

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VIGILANT

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 are 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

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.

AVAILABLE

**RECOVERY**

REST & RECHARGE

AVAILABLE

**RECOVERY**

REST & RECHARGE

AVAILABLE

**RECOVERY**

REST & RECHARGE

AVAILABLE

**RECOVERY**

REST & RECHARGE

AVAILABLE

**RECOVERY**

REST & RECHARGE

REST & RECHARGE

**RECOVERY**

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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.

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