

CONDITIONS CARD DECK



CONDITIONS + EFFECTS

*compatible with 13th Age™,
and The Archmage Engine™*

CONDITIONS CARD DECK

Design by Kazekami

kazekami303@gmail.com

Edited by Lasercleric

Version 1.0 — September 2014

LEGAL NOTICE

This *Conditions Card Deck* uses trademarks and/or copyrights owned by Fire Opal Media, which are used under the Fire Opal Media, 13th Age Community Use Policy. We are expressly prohibited from charging you to use or access this content. This *Conditions Card Deck* is not published, endorsed, or specifically approved by Fire Opal Media.

For more information about Fire Opal Media's 13th Age Community Use Policy, please visit:

www.fireopalmedia.com/communityuse

For more information about Fire Opal Media and 13th Age products, please visit:

www.fireopalmedia.com and
www.pelgranepress.com

Licensed under the Open Game License.

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+

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+

DAZED

You take a -4 penalty to all attacks.

**END OF
YOUR NEXT TURN**

**END OF
MONSTER'S NEXT TURN**

SPECIAL

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)

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

HAMPERED

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



SAVE ENDS

EASY

6+

SAVE ENDS

NORMAL

11+

SAVE ENDS

HARD

16+

HAMPERED

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

END OF
YOUR NEXT TURN

END OF
MONSTER'S NEXT TURN

SPECIAL

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+

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

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+

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

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+

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

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+

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

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+

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

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.

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

✦ 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 *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

✦ FORCE

✦ NEGATIVE

✦ THUNDER

✦ COLD

✦ HOLY

✦ POISON

✦ WEAPON

✦ FIRE

✦ LIGHTNING

✦ PSYCHIC

✦ DAMAGE

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

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.

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.

REST & RECHARGE

RECOVERIES

RECOVERY DIE

LEVEL

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

RECOVERIES

USED

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 5th level, double the bonus you get from your Con modifier.
At 8th 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.

REST & RECHARGE

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 5th level, double the bonus you get from your Con modifier.

At 8th 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.