

DC 20 CHEAT SHEET

Version GM screen Letter edition

MADE BY GRIPPANL

Legenda

⚡= Each +5 results in a +1 or next level condition

⌚= until the start of your next turn

⌚+= until the end of your next turn

⬢= Condition does not stack

●= Extra learnable Maneuvers/Techniques

□= Attack/Weapon style passives tracker

Hello dear Gms,

The Cheat Sheet before you is once again updated. I have a GM screen at home which uses Letter instead of A4. I decided to update the Cheat Sheet once again specifically for Gms, since I was unable to fit the A4 onto the back of the screen. I give my players the normal 2 page sheet, including the legenda and use these sheets myself.

For our US friends I added a direct letter print. For us rest of the world Plebs I added an A4 to letter print (added sides, so you can print on A4, but still fit it on your screen). If you need A4, you can just use the previous published sheet.

I removed the header and footer to create extra space (you only need to remember four symbols anyway). This gave enough room to increase the Font and therefore readability.

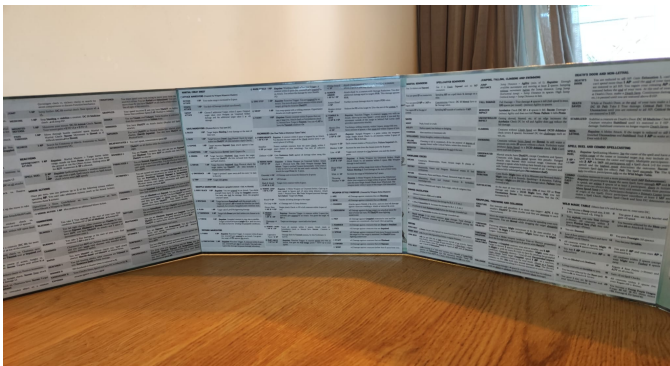
I added underwater combat on the GM section of the sheet.

My recommendation is to mark and highlight the maneuvers and Techniques your players have chosen for ease of reference.

Enjoy and have some awesome DC20 games!

– Grippa

You can purchase DC20 on www.DC20.com



My current GM screen, printed on A4, the sides cut and taped to the screen.

OFFENSIVE ACTIONS

ATTACK	1 AP	Attack with a Weapon, Unarmed Strike or Spell.
ADV +1	1 AP	Give yourself ADV on the <u>next</u> check.
DISARM	1 AP	Target drops an Object. Attack check vs. Athletics, Acrobatics or Trickery check.
SHOVE	1 AP	Push target away or knock Prone . Athletics vs. Martial check. Target pushed 1 Δ +1 space away (-1 space for prone).
GRAPPLE	1 AP	Requires: free hand. Athletics vs. Martial check. Target becomes Grappled .
TACKLE	1 AP	Requires: 2 spaces movement in a straight line. Athletics vs. Martial check. Target becomes Grappled & you both move 1 Δ +1 space & fall Prone .

DEFENSIVE ACTIONS

DISENGAGE	1 AP	Impose DisADV on opportunity attacks ⌚ .
FULL DISENGAGE	1 AP	Requires: Disengage action. Become immune to opportunity Attacks ⌚ .
DODGE	1 AP	Impose DisADV on the <u>next</u> attack or grapple ⌚ .
FULL DODGE	1 AP	Requires: Dodge action. Impose DisADV on <u>all</u> attacks & grapples ⌚ .
HIDE	1 AP	Requires: Unseen . Stealth check vs. Passive awareness.

UTILITY ACTIONS

MOVE	1 AP	Move # spaces (allowed to break up the move to take other actions).
HELP	1 AP	Grant a d8 / d6 / d4 to a creatures Attack/Skill/Trade check.
OBJECT	1 AP	Drink/administer potion, trickery check vs. traps/locks, item transfer or throw an item (5 spaces).
SPELL	≥1 AP	Cast a spell (possibly with MP, within MP spent limit (=CM))

SKILL BASED ACTIONS

ANALYZE CREATURE	1 AP	Recall knowledge about a creature (DC 10) for more information. Success: lore Δ stat of the creature.
CALM ANIMAL	1 AP	Beguile a beast. Animal check vs. Charisma save. Success: Target becomes Taunted and Δ Impaired and Δ Charmed .
COMBAT INSIGHT	1 AP	Discern a creatures course of action. Insight vs. trickery or influence. Success: Targets next action & Δ target & Δ ability.
CONCEAL	1 AP	Hide an object. Trickery check vs. Passive Awareness.
FEINT	1 AP	Trickery check vs. Insight check. Success: <u>Next</u> attack has ADV and +1 damage ⌚ .
INTIMIDATE	1 AP	Intimidation check vs. Charisma Save. Success: Target becomes Intimidated .
INVESTIGATE	1 AP	Investigate vs. concealed object on a creature

(Investigate check vs. trickery check) or search for secret compartment or discern Function/mechanics.

JUMP	1 AP	Jump further. DC 10 martial check. Base spaces +1 Δ +1 .
MEDICINE	1 AP	Stop bleeding or stabilize a creature. DC 10 Medicine check. Δ +1 temp HP.
MOUNTED DEFENSE	1 AP	Maneuver your mount. DC 10 Animal Check. Success: Your mount gains +2 PD ⌚ Δ +2 PD ⌚ .
PASS THROUGH	1 AP	Move through hostile creatures' space. Martial vs. Martial Check. Success: Movement is Slowed as if difficult terrain Δ Not Slowed .
SEARCH	1 AP	Search for Creatures or objects. Awareness vs. Stealth check or discovery DC.

REACTIONS

OPPORTUNITY ATTACK	1 AP	Requires: Martial Mastery + Target leaves melee range, stands up from Prone , picks up an item from the ground or use the Object Action. Adding extra AP for ADV , maneuvers & SP is allowed.
SPELL DUEL	2 AP + ≥ 1 MP	Requires: Spellcasting Mastery + another creature you can <u>see</u> casts a spell. Spell Attack check vs. Spell Attack check (+1 for every MP spend).

MINOR ACTIONS

Once per turn, you can perform up to **2** of the following actions without spending **AP**. You can't take additional Actions (such as the Attack Action) between these **2** actions:

Open/Close a Door, Grab/Release an Item, Retrieve/Stow an Item, Draw/Sheath a Weapon or Shield.
+1 MINOR ACTION 1 AP May perform an additional Minor Action.

CONDITIONS

BLEEDING ⚔	You take 1 True damage at the start of your turn. End condition: Restore HP or DC 10 Medicine Δ +1 temp HP.
BLINDED ⚔	You fail sight checks, other creatures are Unseen by you. You are Exposed , Hindered & Slowed . Attacks against you have ADV , you have DisADV on attacks and 1 space of movement now costs 2.
BURNING ⚔	You take 1 Fire damage at the start of your turn. End condition: 1 AP to put it out.
CHARMED	Charmer(s) has ADV on Chrisma checks made against you and you can't target your charmer with harmful effects (attacks, abilities or spells).
DAZED	You have DisADV on Mental checks (inc. Spell attack checks). Heavily dazed: and DisADV on Mental Saves.
DEAFENED ⚔	You fail hearing checks, other creatures are Unheard by you. Resistance (half) to Sonic damage.
DOOMED X	HP threshold of Death's Door is reduced by X .
EXHAUSTION X	Your Checks, Saves, Speed and Save DC is reduced by X .
EXPOSED	Attacks against you have ADV .

FRIGHTENED	You must spend your turn trying to move away from the source(s) of fear. You are Rattled and Intimidated . You can't move closer & you have DisADV on all checks while within line of sight of the source(s).
GRAPPLED	Your speed becomes 0 and you have DisADV on Agility Saves. End condition: Spend 1 AP . Martial vs. Athletics.
HIDDEN	You are Unseen and Unheard . You're location is unknown from the creatures you are Hidden from.
HINDERED	You have DisADV on Attack checks (Martial and Spell attacks).
IMPAIRED	You have DisADV on Physical checks (inc. Martial attack checks). Heavily Impaired: You also have DisADV on Physical Saves.
INCAPACITATED ⚔	You can't speak, concentrate or spend AP .
INTIMIDATED	DisADV on all checks while the source(s) is within line of sight.
INVISIBLE ⚔	You are Unseen , creatures that can't see you are Exposed and Hindered . You have ADV on attacks and they have DisADV on attacks.
PARALYZED ⚔	You are Stunned , Exposed and Incapacitated . Melee attacks within 1 space are Critical Hits. You fail Physical Saves and can't speak, concentrate and spend AP . Attacks against you have ADV .
PETRIFIED ⚔	You are turned into stone, you gain Resistance (half) to all damage. Diseases and poisons are halted for the duration. You are Paralyzed , Stunned , Exposed & Incapacitated . Melee attacks within 1 space are Critical Hits. You fail Physical Saves, can't speak, concentrate and spend AP . Attacks against you have ADV .
POISONED ⚔	You are Impaired . Take 1 poison damage at the start of your turn. End condition: 1 AP Medicine check (vs. Poison DC).
PRONE ⚔	You are Hindered and Exposed . You are also Slowed while crawling (movement cost +1). You have DisADV on attacks and they have ADV on Melee attacks. Ranged attacks against you have DisADV . End: Spend 2 spaces of movement to stand up (provokes opportunity attacks).
RATTLED	You are Intimidated . You have DisADV on all checks while the source(s) is in line of sight and you can't move closer to these source(s) of fear.
RESTRAINED	You are are Hindered , Exposed and Grappled . You have DisADV on attacks, your speed becomes 0 and you have DisADV on Agility Saves. Attacks against you have ADV .
SLOWED	Every 1 space movement cost 1 extra.
STUNNED ⚔	You are Exposed and Incapacitated . You fail Physical Saves, can't speak, concentrate or spend AP . Attacks against you have ADV .
SURPRISED ⚔	You can't spend AP and are Exposed . Attacks against you have ADV .
TAUNTED	You have DisADV against creatures other than the <u>one</u> that Taunted you. You can only be Taunted by one creature.
UNCONSCIOUS ⚔	You drop what you are holding and fall Prone , you are Paralyzed , Stunned , Exposed and Incapacitated . Melee attacks within 1 space are Critical Hits and Attacks against you have ADV . You fail Physical Saves, can't speak, concentrate or spend AP .

MARTIAL CHEAT SHEET		
<input type="checkbox"/> ATTACK MANEUVERS (Granted via Weapon Maneuver Mastery)		
EXTEND ATTACK	1 AP	Your melee range is increased by 1 space.
POWER ATTACK	1 AP	You deal +1 Damage (multiple use allowed).
SWEEP ATTACK	1 AP	Choose 1 additional Target, within 1 space. Original target takes your Weapon (or Unarmed Strike) damage and the additional target takes 1 ▲ +1 damage.

SAVE MANEUVERS (Physical Save vs. Your save DC)

O BLEED	1 AP	Target begins Bleeding . 1 true damage at the start of their turn.
O DAZE	1 AP	Target becomes Dazed . <u>Next</u> Mental Check the target makes has DisADV ○+ (this includes a Spell Check).
O EXPOSE	1 AP	Target becomes Exposed . <u>Next</u> attack against it has ADV ○+ .
O HAMSTRING	1 AP	Target becomes Slowed . Speed -1 space ○+ .
O HINDER	1 AP	Target becomes Hindered . <u>Next</u> Attack the target makes has DisADV ○+ (this included both Martial and Spell attacks).
O IMPAIR	1 AP	Target becomes Impaired . <u>Next</u> Physical check the target makes has DisADV ○+ (this includes a Martial Attack Check).
O KNOCKBACK	1 AP	Target is pushed 1 space away ▲+1 for every 5 it fails its Save by.
O TRIP	2 AP	Target falls prone .

GRAPPLE MANEUVERS (Requires a grappled creature + Ath. vs. Martial)

O BODY BLOCK	1 AP	Requires: You are <u>targeted</u> by an Attack. You shield yourself from harm by using the Grappled creature. You both take <u>half</u> the damage. Move the grappled creature 1 space.
O RESTRAIN	1 AP	Target becomes Restrained until the grapple ends. Target can spend 1 AP to break the Restrain (no check required), but remains Grappled until condition ends.
O SLAM	1 AP	Target takes 1▲+1 Bludgeoning damage.
O TAKEDOWN	1 AP	Target falls Prone (you don't unless you choose to do so).
O THROW	1 AP	Requires: Grappled creature is your size or smaller. Target is thrown # spaces (might /2) + ▲+1 for every 5 it fails its Save by (ending the grappled condition).

DEFENSE MANEUVERS

O PARRY	1 AP	Requires: Reaction Trigger. A creature within 1 space (inc. yourself) gets <u>targeted</u> by an Attack. You grant the target +5 PD against <u>this</u> attack.
O PROTECTION	1 AP	Requires: Reaction Trigger. A creature within 1 space (inc. yourself) gets Hit by an Attack. You each take half of the damage (bypasses damage reduction).

O RAISE SHIELD	1 AP	Requires: Wielding a Shield + Reaction Trigger. A creature within 1 space (inc. yourself) gets <u>targeted</u> by an Attack. You reduce the damage by your Shield's PD.
O SIDE STEP	1 AP	Requires: Reaction Trigger. You are <u>targeted</u> by an Attack. You move 1 space (must remain within attack range), giving the Attacker DisADV .
O SWAP	1 AP	You swap spaces with a willing creature. Opportunity Attacks are made against you.
O TAUNT	1 AP	Requires: Enemy creature within 5 spaces that can <u>see</u> or <u>hear</u> you. Attack check or Intimidation check vs. Mental Save. Target is Taunted . You can +1 AP to have the Taunted condition ○+ .

TECHNIQUES (See Class Table or Multiclass Talent Table)

O FORBEARANCE	1 AP & 1 SP	Requires: A creature within 1 space is targeted by an Attack. You become the new target of the <u>Check</u> (and/or Save) + can switch places (if willing).
<i>Steadfast</i>	+1 SP per target	Protect multiple creatures from the same <u>Check</u> , within 1 space (before or after switching). You take all collective damage.
<i>Defense</i>	+ 2 SP	Gain Resistance (half) against all damage taken using this Technique.
O HEROIC BASH	1 AP & 1 SP	Requires: A Melee Weapon (or Unarmed Strike). Attack check + Physical Save. Hit: Deals Weapon damage. Save failure: Target is pushed 3 spaces horizontally +1 for every 5 it fails its Save by or half the total result vertically. You can knock the target Prone for -1 space.
<i>Extended</i>	+1 SP	+1 Damage and increase the distance by 2 spaces.
<i>Painful</i>	+1 SP	+2 Damage.
<i>Bash & Smash</i>	+1 AP & +1 SP	Target every creature within 1 space.

O HEROIC LEAP	1 AP & 1 SP	Requires: A Melee Weapon (or Unarmed Strike). Gain up to your speed in Spaces and +1 extra jump distance. Attack check + Physical Save. Hit: Deals Weapon/unarmed damage. Save failure: Target falls Prone .
<i>Brutal</i>	+1 SP	Transfer all falling damage to the target.
<i>Far Leap</i>	+1 SP	+1 Damage and +2 Jump distance.
<i>Heroic Slam</i>	+1 AP & +1 SP	Single Attack Check vs. PD of all creatures within 1 space of you.
O HEROIC PARRY	1 AP & 1 SP	Requires: Reaction Trigger. A creature within 1 space (inc. yourself) gets <u>targeted</u> by an Attack. You grant the target +5 PD ○ .
<i>Disengage</i>	+1 SP	Target can disengage + move half of its Speed.
O HEROIC TAUNT	1 AP & 1 SP	Taunt all enemies within 5 spaces. Attack check or Intimidaion check vs. Mental Save. Success: Creature is Taunted ○+ .
<i>Legendary Taunt</i>	+2 SP	Damage dealt by Taunted enemies, by this Technique, is halved.
O SLIP AWAY	1 AP & 1 SP	Requires: Reaction Trigger. A creature <u>misses</u> you with an Attack. You gain the Full Dodge action + move up to your Speed.

<i>Diving Attack</i>	+1 SP	Attack Check (resolved before they attack) vs. a creature within 1 space as you Slip Away.
O SUNDER ARMOR	1 AP & 1 SP	Attack check vs. a creature with Damage Reduction. You deal additional damage equil to targets PDR . This damage ignores PDR .
<i>Armor Shred</i>	+1 SP	Further increase damage done by targets PDR value.
<i>Broken Armor</i>	+1 SP	Reduce the PD of the target by 2 for the rest of the <u>combat</u> . ◇
O TUMBLE & DIVE	2 AP & 1 SP	Requires: Reaction Trigger. A creature <u>targets</u> you with an Attack. Move up to your Speed + avoid attack if you end the movement outside of the range or behind Full Cover (still provokes opportunity attacks).
<i>Heroic Dive</i>	+2 SP	You bring a willing creature, within 1 space, along with you. Same amount of spaces + they <u>must</u> end within 1 space of you.
O VOLLEY	2 AP & 1 SP	Requires: Ranged Weapon + a point within the weapons range. Single Attack Check vs. all enemies within 1 space of the point. Hit: 2 damage.
<i>Impaire</i>	+1 SP	Each creature makes a Physical Save. Failure: Impaired ○+ .
<i>Blanket</i>	+1 SP	Increase the area from the chosen point by 3 spaces.
<i>Line</i>	+1 SP	Target each creature in a <u>line</u> between you and the chosen point.
O WHIRLWIND	2 AP & 1 SP	Requires: A Melee Weapon (or Unarmed Strike). Single Attack Check vs. all enemies within 1 space. Hit: Weapon damage to each enemy.
<i>Blood Whirl</i>	+1 SP	Each creature within range must make a Physical Save. Failure: Bleeding (1 True damage at the start of their turn).
<i>Wide</i>	+1 SP	Increase the range of Whirlwind by 1 space.
<i>Throwing Finisher</i>	+1 SP	Requires: A Melee Weapon. At the end of the Whirlwind throw your weapon at a target within 5 spaces. This attack uses the same Single Attack Check from Whirlwind. The weapon lands within 1 space of the target (GM discretion)

WEAPON STYLE PASSIVES (Granted by Weapon Styles Mastery)

<input type="checkbox"/> AXE	+1 Damage against creatures that are Bleeding .
<input type="checkbox"/> BOW	+1 Damage against creatures that are Slowed .
<input type="checkbox"/> CHAINED	Attacks ignore Shields + ½ cover, and you deal +1 damage against creatures wielding a shield or behind ½ cover.
<input type="checkbox"/> CROSSBOW	+1 Damage against the <u>last</u> target you attacked since the start of your last turn. No DisADV from fighting underwater.
<input type="checkbox"/> FIST	+1 Damage against Grappled creatures by you and Fist weapons are considered a free hand when grappling.
<input type="checkbox"/> HAMMER	+1 Damage against creatures that are Dazed or Petrified .
<input type="checkbox"/> PICK	+1 Damage against creatures that are Impaired .
<input type="checkbox"/> SPEAR	+1 Damage against creatures if you move 2 spaces towards the target or if the target it mounted. No DisADV from fighting underwater.
<input type="checkbox"/> STAFF	+1 Damage against creatures that are Hindered .
<input type="checkbox"/> SWORD	+1 Damage against creatures that are Exposed .
<input type="checkbox"/> WHIP	+1 Damage against creatures farther than 1 space from you.

MARTIAL REMINDERS

Nat. **1** is failure and **Exposed**.

You can spend **SP** on maneuvers.

You can spend **2 AP** or **1 MP** to regain **1 SP**.

You regain **SP** at the end of combat.

SAVES

MIGHT Push, knock or crush.

AGILITY Reduce speed, lose balance or dodging.

CHARISMA Alter emotions or dominate will.

INTELLIGENCE Detect thoughts, confuse or illusions.

WILLING CREATURES Choosing to fail is considered a **0** for the purpose of degrees of success (doesn't suffer Critical Failure, unless they choose so).

REPEATED SAVE Allows the Save to be repeated at the end of the turn.

KNOWLEDGE CHECKS

ARCANA Constructs, Monstrosities, Oozes. Arcane magic & planes of existence.

HISTORY Humanoids, Giants and Dragons. Historical events & lost civilizations.

NATURE Elementals, Plants and Beasts. Primal, Elemental magic & nature.

OCCULTISM Abberations, Fiends and Undead. Unholy & forbidden knowledge/cults.

RELIGION Deities, Celestials and Angels. Holy magic, relics & religious rites.

DAMAGE CALCULATION

1 - (Minus) Creature's **PDR** and/or **MDR**.

2 - (Minus) **Resistance X**: Decreases the damage by **X** (1, 2, 3, etc.).

3 + (Plus) **Vulnerability X**: Increases the damage by **X** (1, 2, 3, etc.).

4 / ½ (Divide by half) **Resistance (half)** halves the damage (*rounded up*).

5 x2 (Times 2) **Vulnerability** doubles the damage (*rounded up*).

6 **Shared damage: 2** (or more) creatures share damage: Total damage / (Divided) **#** creatures (*rounded up and distributed equally among the creatures*)

RESTING

QUICK REST ≥**10min** (2x per 24h) Spend **1** or more Rest Points (**2** HP per point).

SHORT REST ≥**1h** (2x per 24h) Spend Rest Points + regain Features.

LONG REST ≥**8h** (1x per 24h) 4h of light activity and 4h of no activity. Spend Rest Points. After the first 4h gain benefits of a Short Rest + regain all Rest Points. After the second 4h regain all **MP**, lose all **Doomed** and -1 level of **Exhaustion**.

FULL REST ≥**24h** Resting in a "safe area" (tavern, etc.). Benefit of Long Rest, remove all **Exhaustion** and GM discretion benefit: Temp HP (Prime) or Gain **ADV** on a Check, Save or both for **24h** or a week.

SPELLCASTER REMINDERS

Nat. **1** is Fizzle; **Exposed** and no **MP** consumed.

Spending **MP** on a spell deals ½ damage on a miss.

Concentration Check= **DC 10 Mental** Save or **2x** Damage taken.

Spending **MP** outside of combat is -**1 MP**.

JUMPING, FALLING, CLIMBING AND SWIMMING

JUMP DISTANCE Jump Distance = **Agility** (min. of 1). **Requires:** Enough available movement and moving at least **2** spaces. Jumping without movement halves the Jump distance. Long Jump (horizontal jump) = Jump Distance in spaces. High Jump (vertical jump) = Jump Distance in feet.

FALL DAMAGE Fall Damage = True damage **#** spaces it fell (fall speed is max. **100** spaces per round) - (minus) Agility in spaces.

REDUCED IMPACT **Acrobatics** Check **DC 10 + #** spaces it fell. **Success:** Damage - (minus) Agility and does not fall **Prone**. **Failure:** It falls **Prone**.

UNCONTROLLED IMPACT Getting shoved, blasted, etc. of an edge increases the **Acrobatics** Check DC by **+5** and Agility does not reduce the fall damage.

CLIMBING Creatures without Climb Speed are **Slowed**. **DC10 Athletics** check (every **5** spaces). Increased DC for challenges such as wet, etc.

SWIMMING Creatures without Swim Speed are **Slowed**. In still water a creature can swim **20** spaces without a check. Turbulent water (without Swim Speed) is a **DC10 Athletics** check. **Fail:** Can't move and sink **2** spaces.

UNDERWATER COMBAT Martial attacks have **DisADV**, except Crossbows and Spears. Creatures with Swim Speed ignore this penalty. Ranged Attacks miss beyond their normal range. Creatures that attempt to speak while holding their breath (e.g. casting a spell with Verbal components) lose **1** round of air. Creatures and objects fully submerged gain **Fire resistance (half)**.

BREATH DURATION Calm Hold= **Might** (min. of **1**) in Minutes and Stressed Hold= **Might** (min. of **1**) in Rounds. Speaking= -**1** duration. Taking damage= **Might** save **DC 10** or **2x** damage taken. **Failure:** Lose **1** round of air.

SUFFOCATING At the start of your turn you take **25%** of max HP as **True** damage and make a **DC10 Might** Save. **Fail:** you fall **Unconscious**. **Success:** You remain conscious, but the DC increases by **5**.

GRAPPLING, THROWING AND COLLISION

CREATURE SIZE Size bonuses and penalties: **1** or more size larger= **ADV**, **1** size smaller= **DisADV**. **2+** sizes smaller and they are immune to such Checks/Saves.

DRAWING Move the target to any space adjacent of you by spending your own movement. You are **Slowed** while dragging the target alongside you.

THROWING OBJECTS Throwing objects= **Might** (minimum of **1**). **2+** sizes smaller (e.g. potions)= **5x Might**. **1** size smaller= **Might**. Same size= ½ **Might**. Larger= Impossible.

THROWING WEAPONS Throwing a Melee weapon (without Toss or Thrown properties) deals ½ damage and range is up to **5** spaces with **DisADV**.

THROWING CREATURES **Requires:** A **Grappled** creature, your size or smaller, and **1 AP**. Target is thrown **#** spaces (creature is smaller= **Might**, same size= ½ **Might**) + **Δ+1** for every **5** it fails its Save by (ending the grappled condition). Vertically thrown= Total **/2** and **Uncontrolled Impact**. Team Throw: Same target **Grappled**, spend **1 AP** as a reaction, adding their Athletics check to the total result. Throw at a Target: Athletics vs. PD. **Hit:** both take shared damage. **Miss:** The thrown creature continues traveling (it's thrown distance) or until collision.

COLLISION Bludgeoning damage= **#** spaces it could not travel due to collision with an object or creature (colliding creatures share damage)

DEATH'S DOOR AND NON-LETHAL

DEATH'S DOOR You are reduced to ≤**0** HP: Gain **Exhaustion 1**, can't concentrate, can't spend more than **1 AP** until the end of your turn or until you are restored to ≥**1** HP. You regain your remaining **AP** if your HP is restored before the end of your turn. At the end of your turn, while at Death's Door, make a **Death Save**. Continuous damage (Burning, etc.) is paused until you are restored above **0** HP.

DEATH SAVES While at Death's Door, at the end of your turn make a Death Save **DC 10**. **Fail:** Take **1** True damage. **Critical Fail:** You also fall **Unconscious** until you are restored to ≥**1** HP. **Critical Success:** You are restored to **1** HP.

STABILIZED Stabilize a creature on Death's Door: **DC 10 Medicine** Check. **Success:** Creature remains **Stabilized** until it's restored to **1** HP or takes damage. Stabilized creatures no longer require Death Saves.

NON-LETHAL **Requires:** A Melee Attack. If the target is reduced to ≤**0** HP it is knocked **Unconscious** and **Stabilized**. End: **1 AP** to wake at Death's Door with **0** HP.

SPELL DUEL AND COMBO SPELLCASTING

SPELL DUEL **Requires:** Spellcasting Mastery, See the caster of the spell and have a Spell within range of the caster or intended target (e.g. may include an AOE spell area in between the caster and target). Multiple participants: each add **2 AP + ≥ 1 MP**. All participants roll a Spell check (**+1** for every **MP** spend) and the highest result determines the outcome; **Success:** The creature's Spell fails (no effect). **Fail:** The Spell succeeds. **Tie:** The Spell fails (no effect), participants rolls on the **Wild Magic Table**.

COMBO SPELL-CASTING Combine resources to cast a more powerful spell (**MP Enhancement**). **Requires:** All participants know the same Spell, have enough AP and **MP** to spend, are within 5 spaces of at least **1** participant, share in Initiative Order (you can always delay your turn) and remain within their personal **Mana Spend Limit** (=CM). Participants designate a **Primary Caster** (point of origin of the Spell). Every participant contribute at least **1 MP** and makes a Spell Check. Highest Spell Check and Save DC determines the outcome.

WILD MAGIC TABLE Effects last **0+** and Saves are vs. your save DC.

1 You become a **Sheep** (small size, **2** HP, **5** PD, Melee Attack **+2**, Dmg **1**). **11** You grow **1** size, are **1.5x** heavier and gain **+2** speed.

2 You **explode**, you take **True** damage (=Prime). All creatures within **5** spaces **Physical Save** (**Fail:** they take True damage =Prime). **12** You become affected by the **Bless** spell (plus **d4** on Attacks & Saves).

3 You are **Stunned**. **13** You gain **Truesight** (10 spaces).

4 Lose **#** Rest points (=Prime) and have **DisADV** on all Checks. **14** You become **Invisible**.

5 All creatures within **5** spaces, **Might** Save or pulled 4 spaces towards you. **15** You gain **1 AP** and your max **AP** is increased by **1**.

6 You lose **1 AP** and your max **AP** is reduced by **1**. **16** All creatures within **5** spaces (except you): **Might** save - Pushed 4 spaces away

7 You are **Blinded** and **Deafened**. **17** Regain **#** Rest Points (=Prime) and **ADV** on all checks.

8 Living creatures are **invisible** to you. **18** Gain **+5** on Spell Checks.

9 You become affected by the **Bane** spell (minus **d4** on Attacks & Saves). **19** All creatures within **5** spaces (inc. you): Regain HP (=Prime).

10 You grow **1** size, are **2x** heavier and your speed is reduced by **-2**. **20** You become a **Young Purple Dragon** (Large, **30** HP, **16** PD, Melee Attack **+10**, Damage **4**, Fly Speed **6**).