

# 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.

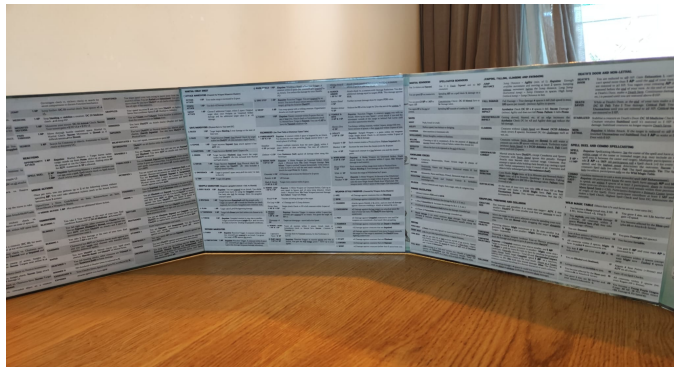
I added underwater combat on the GM section of the sheet.

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

Enjoy and have some awesome DC20 games!

— Grippa

You can purchase DC20 on [www.DC20.com](http://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 <b>ADV</b> 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 <b>Prone</b> . Athletics vs. Martial check. Target pushed <b>1 ⬆+1</b> space away (-1 space for prone).
GRAPPLE	1 AP	<i>Requires:</i> free hand. Athletics vs. Martial check. Target becomes <b>Grappled</b> .
TACKLE	1 AP	<i>Requires:</i> 2 spaces movement in a straight line. Athletics vs. Martial check. Target becomes <b>Grappled</b> & you both move <b>1 ⬆+1</b> space & fall <b>Prone</b> .

DEFENSIVE ACTIONS

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

UTILITY ACTIONS

MOVE	1 AP	Move <b>#</b> spaces (allowed to break up the move to take other actions).
HELP	1 AP	Grant a <b>d8 / d6 / d4</b> 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. <b>Success:</b> lore <b>⬆</b> stat of the creature.
CALM ANIMAL	1 AP	Beguile a beast. Animal check vs. Charisma save. <b>Success:</b> Target becomes <b>Taunted</b> and <b>⬆ Impaired</b> and <b>⬆ Charmed</b> .
COMBAT INSIGHT	1 AP	Discern a creatures course of action. Insight vs. trickery or influence. <b>Success:</b> Targets next action & <b>⬆</b> target & <b>⬆</b> ability.
CONCEAL	1 AP	Hide an object. Trickery check vs. Passive Awereness.
FEINT	1 AP	Trickery check vs. Insight check. <b>Success:</b> <u>Next</u> attack has <b>ADV</b> and <b>+1</b> damage ☹.
INTIMIDATE	1 AP	Intimidation check vs. Charisma Save. <b>Success:</b> Target becomes <b>Intimidated</b> .
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 <b>+1 ⬆+1</b> .
MEDICINE	1 AP	Stop <b>bleeding</b> or <b>stabilize</b> a creature. DC 10 <b>Medicine</b> check. <b>⬆+1</b> temp HP.
MOUNTED DEFENSE	1 AP	Maneuver your mount. DC 10 <b>Animal</b> Check. <b>Success:</b> Your mount gains <b>+2 PD ☹⬆+2 PD ☹</b> .
PASS THROUGH	1 AP	Move through hostile creatures’ space. Martial vs. Martial Check. <b>Success:</b> Movement is <b>Slowed</b> as if difficult terrain <b>⬆</b> Not <b>Slowed</b> .
SEARCH	1 AP	Search for Creatures or objects. Awareness vs. Stealth check or discovery DC.

REACTIONS

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

MINOR ACTIONS

Once per turn, you can perform up to <b>2</b> of the following actions without spending <b>AP</b> . You can’t take additional Actions (such as the Attack Action) between these <b>2</b> actions:	
Open/Close a Door, Grab/Release an Item, Retrieve/Stow an Item, Draw/Sheath a Weapon or Shield.	
<b>+1 MINOR ACTION</b>	<b>1 AP</b> May perform an additional Minor Action.

CONDITIONS

BLEEDING ☹	You take <b>1</b> True damage at the start of your turn. End condition: Restore HP or DC 10 <b>Medicine</b> <b>⬆+1</b> temp HP.
BLINDED ☹	You fail sight checks, other creatures are <b>Unseen</b> by you. You are <b>Exposed</b> , <b>Hindered</b> & <b>Slowed</b> . Attacks against you have <b>ADV</b> , you have <b>DisADV</b> on attacks and <b>1</b> space of movement now costs 2.
BURNING ☹	You take <b>1</b> Fire damage at the start of your turn. End condition: <b>1 AP</b> to put it out.
CHARMED	Charmer(s) has <b>ADV</b> on Chrisma checks made against you and you can’t <u>target</u> your charmer with harmful effects (attacks, abilities or spells).
DAZED	You have <b>DisADV</b> on Mental checks (inc. Spell attack checks). <i>Heavily dazed:</i> and <b>DisADV</b> on Mental Saves.
DEAFENED ☹	You fail hearing checks, other creatures are <b>Unheard</b> by you. <b>Resistance (half)</b> to Sonic damage.
DOOMED X	HP threshold of Death’s Door is reduced by <b>X</b> .
EXHAUSTION X	Your Checks, Saves, Speed and Save DC is reduced by <b>X</b> .
EXPOSED	Attacks against you have <b>ADV</b> .
FRIGHTENED	You must spend your turn trying to move away from the source(s) of fear. You are <b>Rattled</b> and <b>Intimidated</b> . You can’t move closer & you have <b>DisADV</b> on all checks while within line of sight of the source(s).

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

MARTIAL CHEAT SHEET

⏏ **ATTACK MANEUVERS** (Granted via Weapon Maneuver Mastery)

<b>EXTEND ATTACK</b>	<b>1 AP</b>	Your melee range is increased by <b>1</b> space.
<b>POWER ATTACK</b>	<b>1 AP</b>	You deal <b>+1</b> Damage (multiple use allowed).
<b>SWEEP ATTACK</b>	<b>1 AP</b>	Choose <b>1</b> additional Target, within <b>1</b> space. Original target takes your Weapon (or Unarmed Strike) damage and the additional target takes <b>1</b> <b>▲</b> <b>+1</b> damage.

**SAVE MANEUVERS** (Physical Save vs. Your save DC)

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

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

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

**DEFENSE MANEUVERS**

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

**○ RAISE SHIELD** **1 AP** **Requires:** Wielding a Shield + Reaction Trigger. A creature within **1** space (inc. yourself) gets targeted by an Attack. You reduce the damage by your Shield's PD.

**○ SIDE STEP** **1 AP** **Requires:** Reaction Trigger. You are targeted by an Attack. You move **1** space (must remain within attack range), giving the Attacker **DisADV**.

**○ SWAP** **1 AP** You swap spaces with a willing creature. Opportunity Attacks are made against you.

**○ TAUNT** **1 AP** **Requires:** Enemy creature within **5** spaces that can see or hear 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)

**○ FORBEARANCE** **1 AP & 1 SP** **Requires:** A creature within **1** space is targeted by an Attack. You become the new target of the Check (and/or Save) + can switch places (if willing).

*Steadfast* **+1 SP** per target  
Protect multiple creatures from the same Check, within **1** space (before or after switching). You take all collective damage.

*Defense* + **2 SP**  
Gain **Resistance (half)** against all damage taken using this Technique.

**○ 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.

*Extended* **+1 SP**  
**+1** Damage and increase the distance by **2** spaces.

*Painful* **+1 SP**  
**+2** Damage.

*Bash & Smash* **+1 AP & +1 SP**  
Target every creature within **1** space.

**○ 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**.

*Brutal* **+1 SP**  
Transfer all falling damage to the target.

*Far Leap* **+1 SP**  
**+1** Damage and **+2** Jump distance.

*Heroic Slam* **+1 AP & +1 SP**  
Single Attack Check vs. PD of all creatures within **1** space of you.

**○ HEROIC PARRY** **1 AP & 1 SP** **Requires:** Reaction Trigger. A creature within **1** space (inc. yourself) gets targeted by an Attack. You grant the target **+5 PD** **○**.

*Disengage* **+1 SP**  
Target can disengage + move half of its Speed.

**○ HEROIC TAUNT** **1 AP & 1 SP**  
Taunt all enemies within **5** spaces. Attack check or Intimidaion check vs. Mental Save. **Succes:** Creature is **Taunted** **○+**.

*Legendary Taunt* **+2 SP**  
Damage dealt by **Taunted** enemies, by this Technique, is halved.

**○ SLIP AWAY** **1 AP & 1 SP** **Requires:** Reaction Trigger. A creature misses you with an Attack. You gain the **Full Dodge** action + move up to your Speed.

*Diving Attack* **+1 SP**  
Attack Check (resolved before they attack) vs. a creature within **1** space as you Slip Away.

**○ 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**.

*Armor Shred* **+1 SP**  
Further increase damage done by targets **PDR** value.

*Broken Armor* **+1 SP**  
Reduce the **PD** of the target by **2** for the rest of the combat. **◇**

**○ TUMBLE & DIVE** **2 AP & 1 SP** **Requires:** Reaction Trigger. A creature targets 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).

*Heroic Dive* **+2 SP**  
You bring a willing creature, within **1** space, along with you. Same amount of spaces + they must end within **1** space of you.

**○ 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.

*Impaire* **+1 SP**  
Each creature makes a Physical Save. **Failure: Impaired** **○+**.

*Blanket* **+1 SP**  
Increase the area from the chosen point by **3** spaces.

*Line* **+1 SP**  
Target each creature in a line between you and the chosen point.

**○ 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.

*Blood Whirl* **+1 SP**  
Each creature within range must make a Physical Save. **Failure: Bleeding** (**1** True damage at the start of their turn).

*Wide* **+1 SP**  
Increase the range of Whirlwind by **1** space.

*Throwing Finisher* **+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)

☐ **AXE** **+1** Damage against creatures that are **Bleeding**.

☐ **BOW** **+1** Damage against creatures that are **Slowed**.

☐ **CHAINED** Attacks ignore Shields + **½** cover, and you deal **+1** damage against creatures wielding a shield or behind **½** cover.

☐ **CROSSBOW** **+1** Damage against the last target you attacked since the start of your last turn. No **DisADV** from fighting underwater.

☐ **FIST** **+1** Damage against **Grappled** creatures by you and Fist weapons are considered a free hand when grappling.

☐ **HAMMER** **+1** Damage against creatures that are **Dazed** or **Petrified**.

☐ **PICK** **+1** Damage against creatures that are **Impaired**.

☐ **SPEAR** **+1** Damage against creatures if you move **2** spaces towards the target or if the target it mounted. No **DisADV** from fighting underwater.

☐ **STAFF** **+1** Damage against creatures that are **Hindered**.

☐ **SWORD** **+1** Damage against creatures that are **Exposed**.

☐ **WHIP** **+1** Damage against creatures farther than **1** space from you.



MARTIAL REMINDERS

Nat. <b>1</b> is failure and <b>Exposed</b> .	Nat. <b>1</b> is <u>Fizzle</u> ; <b>Exposed</b> and no <b>MP</b> consumed.
You can spend <b>SP</b> on maneuvers.	Spending <b>MP</b> on a spell deals <b>½</b> damage on a miss.
You can spend <b>2 AP</b> or <b>1 MP</b> to regain <b>1 SP</b> .	<u>Concentration</u> Check= <b>DC 10 Mental</b> Save or <b>2x</b> Damage taken.
You regain <b>SP</b> at the <u>end</u> of combat.	Spending <b>MP</b> outside of combat is <b>-1 MP</b> .

SAVES

<b>MIGHT</b>	Push, knock or crush.
<b>AGILITY</b>	Reduce speed, lose balance or dodging.
<b>CHARISMA</b>	Alter emotions or dominate will.
<b>INTELLIGENCE</b>	Detect thoughts, confuse or illusions.
<b>WILLING CREATURES</b>	Choosing to fail is considered a <b>0</b> for the purpose of <u>degrees of success</u> (doesn't suffer Critical Failure, unless they choose so).
<b>REPEATED SAVE</b>	Allows the Save to be repeated at the <u>end</u> of the turn.

KNOWLEDGE CHECKS

<b>ARCANA</b>	Constructs, Monstrosities, Oozes. Arcane magic & planes of existence.
<b>HISTORY</b>	Humanoids, Giants and Dragons. Historical events & lost civilizations.
<b>NATURE</b>	Elementals, Plants and Beasts. Primal, Elemental magic & nature.
<b>OCCULTISM</b>	Abberations, Fiends and Undead. Unholy & forbidden knowledge/cults.
<b>RELIGION</b>	Deities, Celestials and Angels. Holy magic, relics & religious rites.

DAMAGE CALCULATION

<b>1</b>	- (Minus) Creature's <b>PDR</b> and/or <b>MDR</b> .
<b>2</b>	- (Minus) <b>Resistance X</b> : Decreases the damage by <b>X</b> ( <i>1, 2, 3, etc.</i> ).
<b>3</b>	+ (Plus) <b>Vulnerability X</b> : Increases the damage by <b>X</b> ( <i>1, 2, 3, etc.</i> ).
<b>4</b>	/ <b>½</b> (Divide by half) <b>Resistance (half)</b> halves the damage ( <i>rounded up</i> ).
<b>5</b>	x2 (Times 2) <b>Vulnerability</b> doubles the damage ( <i>rounded up</i> ).
<b>6</b>	<b>Shared damage: 2</b> (or more) creatures <u>share</u> damage: Total damage / (Divided) <b>#</b> creatures ( <i>rounded up and distributed equally among the creatures</i> )

RESTING

<b>QUICK REST</b>	≥ <b>10min</b> (2x per 24h) Spend <b>1</b> or more Rest Points ( <b>2</b> HP per point).
<b>SHORT REST</b>	≥ <b>1h</b> (2x per 24h) Spend Rest Points + regain Features.
<b>LONG REST</b>	≥ <b>8h</b> (1x per 24h) 4h of <u>light</u> activity and 4h of <u>no</u> activity. Spend Rest Points. After the <u>first</u> 4h gain benefits of a <b>Short Rest</b> + regain all Rest Points. After the <u>second</u> 4h regain all <b>MP</b> , lose all <b>Doomed</b> and -1 level of <b>Exhaustion</b> .
<b>FULL REST</b>	≥ <b>24h</b> Resting in a "safe area" (tavern, own keep, etc.). Benefit of <u>Long Rest</u> , remove all levels of <b>Exhaustion</b> and GM discretion benefit: Temp HP (Prime) or Gain <b>ADV</b> on a Check, Save or both for <b>24h</b> or a week.

JUMPING, FALLING, CLIMBING AND SWIMMING

<b>JUMP DISTANCE</b>	Jump Distance = <b>Agility</b> (min. of 1). <b>Requires:</b> Enough available movement and moving at least <b>2</b> spaces. Jumping <u>without</u> movement <u>halves</u> the Jump distance. Long Jump (horizontal jump) = Jump Distance in spaces. High Jump (vertical jump) = Jump Distance in feet.
<b>FALL DAMAGE</b>	Fall Damage = True damage <b>#</b> spaces it fell (fall speed is max. <b>100</b> spaces per round) - (minus) Agility in spaces.
<b>REDUCED IMPACT</b>	<b>Acrobatics</b> Check <b>DC 10 + #</b> spaces it fell. <b>Success:</b> Damage - (minus) Agility and does not fall <b>Prone</b> . <b>Failure:</b> It falls <b>Prone</b> .
<b>UNCONTROLLED IMPACT</b>	Getting shoved, blasted, etc. of an edge increases the <b>Acrobatics</b> Check DC by <b>+5</b> and Agility does <u>not</u> reduce the fall damage.
<b>CLIMBING</b>	Creatures without <u>Climb Speed</u> are <b>Slowed</b> . <b>DC10 Athletics</b> check (every <b>5</b> spaces). Increased DC for <u>challenges</u> such as wet, etc.
<b>SWIMMING</b>	Creatures without <u>Swim Speed</u> are <b>Slowed</b> . In still water a creature can swim <b>20</b> spaces without a check. Turbulent water (without <u>Swim Speed</u> ) is a <b>DC10 Athletics</b> check. <b>Fail:</b> Can't move and sink <b>2</b> spaces.
<b>UNDERWATER COMBAT</b>	Martial attacks have <b>DisADV</b> , except Crossbows and Spears. Creatures with <u>Swim Speed</u> 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) loose <b>1</b> round of air. Creatures and objects fully submerged gain <b>Fire resistance (half)</b> .
<b>BREATH DURATION</b>	Calm Hold= <b>Might</b> (min. of 1) in Minutes and Stressed Hold= <b>Might</b> (min. of <b>1</b> ) in Rounds. Speaking= <b>-1</b> duration. Taking damage= <b>Might</b> save <b>DC 10</b> or <b>2x</b> damage taken. <b>Failure:</b> Lose <b>1</b> round of air.
<b>SUFFOCATING</b>	At the start of your turn you take <b>25%</b> of max HP as <b>True</b> damage and make a <b>DC10 Might</b> Save. <b>Fail:</b> you fall <b>Unconscious</b> . <b>Success:</b> You remain conscious, but the DC increases by <b>5</b> .

GRAPPLING, THROWING AND COLLISION

<b>CREATURE SIZE</b>	Size bonuses and penalties: <b>1</b> or more size larger= <b>ADV</b> , <b>1</b> size smaller= <b>DisADV</b> . <b>2+</b> sizes smaller and they are <u>immune</u> to such Checks/Saves.
<b>DRAWING</b>	Move the target to any space adjacent of you by spending your own movement. You are <b>Slowed</b> while dragging the target <u>alongside</u> you.
<b>THROWING OBJECTS</b>	Throwing objects= <b>Might</b> (minimum of <b>1</b> ). <b>2+</b> sizes smaller (e.g. potions)= <b>5x Might</b> . <b>1</b> size smaller= <b>Might</b> . Same size= <b>½ Might</b> . Larger= Impossible.
<b>THROWING WEAPONS</b>	Throwing a Melee weapon (without Toss or Thrown properties) deals <b>½</b> damage and range is up to <b>5</b> spaces with <b>DisADV</b> .
<b>THROWING CREATURES</b>	<b>Requires:</b> A <b>Grappled</b> creature, your size or smaller, and <b>1 AP</b> . Target is thrown <b>#</b> spaces (creature is smaller= <b>Might</b> , same size= <b>½ Might</b> ) + <b>Δ+1</b> for every <b>5</b> it fails its Save by (ending the grappled condition). <u>Vertically</u> thrown= Total / <b>2</b> and <b>Uncontrolled Impact</b> . <u>Team Throw</u> : Same target <b>Grappled</b> , spend <b>1 AP</b> as a reaction, adding their Athletics check to the total result. Throw at a <u>Target</u> : Athletics vs. PD. <b>Hit:</b> both take shared damage. <b>Miss:</b> The thrown creature continues traveling (it's thrown distance) or until collision.
<b>COLLISION</b>	Bludgeoning damage= <b>#</b> spaces it could not travel due to collision with an <u>object</u> or <u>creature</u> (colliding creatures <u>share</u> damage)

DEATH'S DOOR AND NON-LETHAL

<b>DEATH'S DOOR</b>	You are reduced to ≤ <b>0</b> HP: Gain <b>Exhaustion 1</b> , can't <u>concentrate</u> , can't spend more than <b>1 AP</b> until the <u>end</u> of your turn <u>or</u> until you are restored to ≥ <b>1</b> HP. You regain your remaining <b>AP</b> if your HP is restored before the <u>end</u> of your turn. At the end of your turn, while at Death's Door, make a <b>Death Save</b> . Continuous damage (Burning, etc.) is paused until you are restored above <b>0</b> HP.
<b>DEATH SAVES</b>	While at Death's Door, at the <u>end</u> of your turn make a Death Save <b>DC 10</b> . <b>Fail:</b> Take <b>1</b> True damage. <b>Critical Fail:</b> You also fall <b>Unconscious</b> until you are restored to ≥ <b>1</b> HP. <b>Critical Success:</b> You are restored to <b>1</b> HP.
<b>STABILIZED</b>	Stabilize a creature on Death's Door: <b>DC 10 Medicine</b> Check. <b>Success:</b> Creature remains <b>Stabilized</b> until it's restored to <b>1</b> HP or takes damage. Stabilized creatures no longer require <u>Death Saves</u> .
<b>NON-LETHAL</b>	<b>Requires:</b> A Melee Attack. If the target is reduced to ≤ <b>0</b> HP it is knocked <b>Unconscious</b> and <b>Stabilized</b> . End: <b>1 AP</b> to wake at Death's Door with <b>0</b> HP.
<b>SPELL DUEL AND COMBO SPELLCASTING</b>	
<b>SPELL DUEL</b>	<b>Requires:</b> Spellcasting Mastery, <u>See</u> the caster of the spell and have a <u>Spell within range</u> of the caster or intended target (e.g. may include an AOE spell area in between the caster and target). Multiple participants: each add <b>2 AP</b> +≥ <b>1MP</b> . <u>All participants roll</u> a Spell check (+1 for every <b>MP</b> spend) and the <u>highest result</u> determines the outcome; <b>Success:</b> The creature's Spell <u>fails</u> (no effect). <b>Fail:</b> The Spell <u>succeeds</u> . <b>Tie:</b> The Spell <u>fails</u> (no effect), participants <u>rolls</u> on the <b>Wild Magic Table</b> .
<b>COMBO SPELL-CASTING</b>	Combine resources to cast a more powerful spell ( <b>MP Enhancement</b> ). <b>Requires:</b> All participants <u>know</u> the same Spell, have <u>enough AP</u> and <b>MP</b> to spend, are <u>within 5</u> spaces of at least <b>1</b> participant, <u>share</u> in Initiative Order (you can always delay your turn) and remain within their personal <b>Mana Spend Limit</b> (=CM). Participants designate a <u>Primary Caster</u> (point of origin of the Spell). Every participant contribute at least <b>1 MP</b> and makes a Spell Check. Highest Spell Check and Save DC determines the outcome.

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

<b>1</b>	You become a <b>Sheep</b> (small size, <b>2</b> HP, <b>5</b> PD, Melee Attack <b>+2</b> , Dmg <b>1</b> ).	<b>11</b>	You grow <b>1</b> size, are <b>1.5x</b> heavier and gain <b>+2</b> speed.
<b>2</b>	You <b>explode</b> , you take <b>True</b> damage (=Prime). All creatures within <b>5</b> spaces <b>Physical Save</b> ( <b>Fail:</b> they take True damage =Prime).	<b>12</b>	You become affected by the <b>Bless</b> spell (plus <b>d4</b> on Attacks & Saves).
<b>3</b>	You are <b>Stunned</b> .	<b>13</b>	You gain <b>Truesight</b> (10 spaces).
<b>4</b>	Lose <b>#</b> Rest points (=Prime) and have <b>DisADV</b> on all Checks.	<b>14</b>	You become <b>Invisible</b> .
<b>5</b>	All creatures within <b>5</b> spaces, <b>Might</b> Save or <u>pulled</u> <b>4</b> spaces towards you.	<b>15</b>	You gain <b>1 AP</b> and your max <b>AP</b> is increased by <b>1</b> .
<b>6</b>	You lose <b>1 AP</b> and your max <b>AP</b> is reduced by <b>1</b> .	<b>16</b>	All creatures within <b>5</b> spaces (except you): <b>Might</b> save - <b>Pushed 4</b> spaces away
<b>7</b>	You are <b>Blinded</b> and <b>Deafened</b> .	<b>17</b>	Regain <b>#</b> Rest Points (=Prime) and <b>ADV</b> on all checks.
<b>8</b>	Living creatures are <b>invisible</b> to you.	<b>18</b>	Gain <b>+5</b> on Spell Checks.
<b>9</b>	You become affected by the <b>Bane</b> spell (minus <b>d4</b> on Attacks & Saves).	<b>19</b>	All creatures within <b>5</b> spaces (inc. you): Regain HP (=Prime).
<b>10</b>	You grow <b>1</b> size, are <b>2x</b> heavier and your speed is reduced by <b>-2</b> .	<b>20</b>	You become a <b>Young Purple Dragon</b> (Large, <b>30</b> HP, <b>16</b> PD, Melee Attack <b>+10</b> , Damage <b>4</b> , Fly Speed <b>6</b> ).