

CONDITIONS! I

PSST! DON'T THROW AWAY THIS CARD, THERE'S A CONDITION ON THE BACK TOO.

Track your condition values and effects with these handy cards. As the value increases or decreases, rotate or flip the card!



BY GOBLIN SOCIETY GAMES

Includes 3 each of: Clumsy,
Doomed, Drained, Dying,
Enfeebled, Frightened,
Persistent Damage, Sickened,
Slowed, Stunned, Stupefied,
and Wounded.

Sort cards by number to alphabetize!
?/12

CONDITIONS! 2

PERSISTENT DAMAGE

At the **end** of each of your turns take the persistent damage, rolling each time as necessary. Then roll a flat check with **DC 15**. If you succeed, discard this condition.

7/12

.....

persistent damage dice

CLUMSY

I

-1 status penalty to Dexterity-based checks and DCs (including AC).

1/12

-2 status penalty to Dexterity-based checks and DCs (including AC).

2

CLUMSY

CLUMSY

4

-4 status penalty to Dexterity-based checks and DCs (including AC).

-3 status penalty to Dexterity-based checks and DCs (including AC).

3

CLUMSY

DOOMED

I

You die at dying value 3.

Discard this condition when you get a full night's rest.

2/12

You die at dying value 2.
Reduce this value by 1 when you get a full night's rest.

2

DOOMED

DOOMED

4

You are dead.

Discard this condition.

You die at dying value 1.
Reduce this value by 1 when you
get a full night's rest.

3

DOOMED

DRAINED

I

-1 status penalty to Constitution-based checks. Your current and maximum Hit Points are reduced by your Level x 1.

Reduce this value by 1 when you get a full night's rest.

3/12

-2 status penalty to Constitution-based checks. Your current and maximum Hit Points are reduced by your Level x 2.
Reduce this value by 1 when you get a full night's rest.

2

DRAINED

DRAINED

4

-4 status penalty to Constitution-based checks. Your current and maximum Hit Points are reduced by your Level x 4.

Discard this condition when you get a full night's rest.

-3 status penalty to Constitution-based checks. Your current and maximum Hit Points are reduced by your Level x 3. Reduce this value by 1 when you get a full night's rest.

3

DRAINED

DYING

I

You are unconscious.

At the start of your turn attempt a flat check with **DC 11**. On a success discard this condition, gain/increase the wounded condition, and remain unconscious. On a failure increase this value by 1.

4/12

You are unconscious.
At the start of your turn attempt a flat check with **DC 12**. Reduce this value by 1 on a success or increase it on a failure.

DYING

2

DYING

4

You are dead.

You are unconscious.
At the start of your turn attempt a flat check with **DC 13**. Reduce this value by 1 on a success or increase it on a failure.

3

DYING

ENFEEBLED

I

-1 status penalty to Strength-based checks.

5/12

-2 status penalty to Strength-based checks.

2

ENFEEBLED

ENFEEBLED 4

-4 status penalty to Strength-based checks.



-3 status penalty to Strength-based checks.

ENFEEBLED 3

FRIGHTENED. I

-1 status penalty to all checks and DCs. Decrease this value by 1 at the end of your turn.


6/12

-2 status penalty to all checks and DCs. Decrease this value by 1 at the end of your turn.

FRIGHTENED. 2

FRIGHTENED. 4

-4 status penalty to all checks and DCs. Decrease this value by 1 at the end of your turn.



-3 status penalty to all checks and DCs. Decrease this value by 1 at the end of your turn.

FRIGHTENED. 3

SICKENED

I

-1 status penalty to all checks and DCs. You cannot ingest anything.

As a single action you may attempt a Fortitude save against the DC of the effect that caused this condition. On a success, reduce this value by 1.

8/12

-2 status penalty to all checks and DCs. You cannot ingest anything. As a single action you may attempt a Fortitude save against the DC of the effect that caused this condition. On a success, reduce this value by 1.

2

SICKENED

SICKENED

4

-4 status penalty to all checks and DCs. You cannot ingest anything.

As a single action you may attempt a Fortitude save against the DC of the effect that caused this condition. On a success, reduce this value by 1.

As a single action you may attempt a Fortitude save against the DC of the effect that caused this condition. On a success, reduce this value by 1.

-3 status penalty to all checks and DCs. You cannot ingest anything.

SICKENED

3

SLOWED

I

At the start of your turn, reduce the number of actions regained by 1.

9/12

At the start of your turn, reduce the number of actions regained by 2.

2

SLOWED

SLOWED

4

At the start of your turn, reduce the number of actions regained by 4.



At the start of your turn, reduce the number of actions regained by 3.

3

SLOWED

STUNNED

I

Each time you regain actions, reduce the number regained by 1. Then reduce this value by the number of actions lost this way.

10/12

Each time you regain actions, reduce the number regained by 2. Then reduce this value by the number of actions lost this way.

2

STUNNED

STUNNED

4

Each time you regain actions, reduce the number regained by 4. Then reduce this value by the number of actions lost this way.

Each time you regain actions, reduce the number regained by 3. Then reduce this value by the number of actions lost this way.

3

STUNNED

STUPEFIED

I

-1 status penalty to Intelligence, Wisdom, and Charisma-based checks and DCs.

If you attempt to cast a spell, it is disrupted unless you first succeed at a flat check with **DC 6**.

11/12

-2 status penalty to Intelligence, Wisdom, and Charisma-based checks and DCs.
If you attempt to cast a spell, it is disrupted unless you first succeed at a flat check with **DC 7**.

2

STUPEFIED

STUPEFIED 4

-4 status penalty to Intelligence, Wisdom, and Charisma-based checks and DCs.

If you attempt to cast a spell, it is disrupted unless you first succeed at a flat check with **DC 9**.

-3 status penalty to Intelligence, Wisdom, and Charisma-based checks and DCs.

If you attempt to cast a spell, it is disrupted unless you first succeed at a flat check with **DC 8**.

3 STUPEFIED

WOUNDED

I

If you gain the Dying condition, increase its value by 1.

Discard this condition if someone successfully restores Hit Points to you with Treat Wounds, or if you are restored to full Hit Points and rest for 10 minutes.

12/12

Discard this condition if someone successfully restores Hit Points to you with Treat Wounds, or if you are restored to full Hit Points and rest for 10 minutes.

If you gain the Dying condition, increase its value by 2.

2

WOUNDED

WOUNDED

4

If you gain the Dying condition, increase its value by 4.

Discard this condition if someone successfully restores Hit Points to you with Treat Wounds, or if you are restored to full Hit Points and rest for 10 minutes.

Discard this condition if someone successfully restores Hit Points to you with Treat Wounds, or if you are restored to full Hit Points and rest for 10 minutes.

If you gain the Dying condition, increase its value by 3.

3

WOUNDED