

Simpler Systems Options: Arms, Armor, and Combat System Expansion for Knave



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Protective Gear

Armor:

Name:	Base Armor Defense:	Armor Defense with Shield:	Type:	Quality:	Slots:
None	9	12	Unarmored	NA	NA
Leather	11	13	Light Armor	2	1
Hide	11	13	Light Armor	2	2
Quilted/Linen	11	13	Light Armor	3	2
Horn Ring/Scale	11	13	Light Armor	3	2
Metal Ring/Scale	12	13	Medium Armor	3	3
Chain	12	13	Medium Armor	4	3
Heavy Chain	13	14	Medium Armor	5	4
Banded	13	14	Medium Armor	5	3
Brigandine	13	14	Medium Armor	5	3
Lamellar	13	14	Medium Armor	5	3
Plate Cuirass	13	14	Medium Armor	6	3
Half Plate	14	15	Heavy Armor	6	4
Full Plate	15	16	Heavy Armor	7	5
Elvin Mail	14	15	Light Armor	5	2
Dwarf Mail	14	15	Medium Armor	7	3

Helmets add +1 to Armored Defense.

Armor Descriptions:

Leather: The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by being boiled in oil. The rest of the armor is made of softer and more flexible materials.

Hide: This crude armor consists of thick furs and pelts. It is commonly worn by barbarian tribes, evil humanoids, and other folk who lack access to the tools and materials needed to create better armor.

Quilted/Linen: This armor consists of quilted layers of cloth and batting.

Horn Ring/Scale: This armor is leather armor with horn rings sewn into it or a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of horn, much like the scales of a fish. The suit includes gauntlets.

Metal Ring/Scale: This armor is leather armor with heavy rings sewn into it or a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish. The suit includes gauntlets.

Chain: Made of interlocking metal rings, a chain shirt is worn between or on top of layers of clothing or leather. This armor offers modest protection to the wearer's upper body.

Heavy Chain: Made of interlocking metal rings, chain mail includes a layer of quilted fabric worn underneath the mail to prevent chafing and to cushion the impact of blows. The suit includes gauntlets.

Brigandine/Banded/Lamellar: This armor is made of narrow strips of metal riveted to a backing of leather that is worn over cloth padding. Flexible chain mail protects the joints.

Elvin Mail: Lighter and stronger than human mail.

Dwarf Mail: Stronger than human mail.

Plate Cuirass: this armor consists of shaped metal plates that cover most of the wearer's body. It does not include leg protection beyond simple greaves that are attached with leather straps.

Half Plate: Half plate consists of shaped metal plates that cover most of the wearer's body. Limbs are protected by simple greaves that are attached with leather straps. Chain protects the gaps in the plates.

Full Plate: Plate consists of shaped, interlocking metal plates to cover the entire body. A suit of plate includes gauntlets, heavy leather boots, a visored helmet, and thick layers of padding underneath the armor. Buckles and straps distribute the weight over the body.

Helmets:

Type:	Helm Qualities: Armor Defense +1 for all helmets.	Quality:	Slots:
Metal – Heavy Helm	Vision and hearing checks are made with disadvantage.	3	1
Metal – Light Helm	Vision and hearing checks are made at -2.	2	1
Non Metal – Light Helm	Vision and hearing checks are made at -1.	1	1

Shields:

Size and Example:	Shield Qualities: See Armor Defense with Shield above.	Quality:	Slots:
Small – Buckler Mounted or foot use.	Defends from the front only. Strength Save resists shove. Shield bash damage 1d4 and is shoved 5 + damage feet.	1	1
Medium – Round or Kite Mounted or foot use.	Defends from the front and left side. Strength Save resists shove. Shield bash damage 1d6 and is shoved 5 + damage feet.	2	1
Large – Scutum or Kite Foot use only.	Defends from the front and left side. Strength Save resists shove. Shield bash damage 1d8 and is shoved 5 + damage feet.	3	2

Shield bash as an extra attack on natural x/d20.

Shield Wall Effects for Medium and Large Shields:

- 2 or more shields together: Ignore all damage rolls of 1.
- 4 or more shields together: Ignore all damage rolls of 1 or 2.
- 7 or more shields together: Ignore all damage rolls of 1, 2, or 3.

Shields Shall be Splintered: adapted from Trollsmyth

After damage is rolled, a player may sacrifice a point of quality or +1 of a magic shield to nullify the damage of one attack.

Weapons

Melee Weapons: Melee Weapons adapted from David Stark and Robert Conley

Name:	Damage:	Reach:	Special:	Quality:	Slots:
Axe, battle	1d8	Medium	d10 two handed. On a natural 10 +1d8 damage.	3	2
Axe, hand	1d6	Short	Common tool.	3	1
Club	1d4	Short	Any available blunt object.	3	1
Dagger	1d6	Close & Short	Easily concealed. May be used off hand as a small shield. Does not bash.	3	1
Knife	1d4	Close	Easily concealed.	3	0
Flail	1d6	Medium	Ignore shield bonus next round on a natural 10.	3	2
Flail, heavy	1d8	Medium	Two handed. On a natural 10 ignore shield bonus next round and foe rolls a Dexterity save or can be tripped or disarmed.	3	3
Hammer, light	1d6	Short	On a natural 10 your foe rolls a Strength save or is knocked prone or backwards up to 5 ft.	3	2
Hammer, war	1d10	Medium	On a natural 10 your foe rolls a Strength save or is knocked prone or backwards up to 10 ft. +1 to hit & damage vs metal armor.	3	3
Lance	1d8	Long	See mounted combat. On a natural 10 +1d8 damage.	3	2
Mace	1d8	Medium	On a natural 10, your foe rolls a Strength save, or is knocked prone or backwards up to 10 ft. +2 to hit & damage vs metal armor.	3	2
Morningstar	1d6	Medium	Ignore shield bonus next round on a natural 10.	3	2
Pick, heavy	1d8	Medium	Two handed. +3 to damage vs metal armor.	3	3
Pick, light	1d6	Medium	+2 to damage vs metal armor.	3	2
Pole arm	1d10	Medium & Long	Two handed. May use from 2 nd rank. On a natural 10 +1d10 damage.	3	3
Quarterstaff	1d6	Medium & Long	Two handed. May use from 2 nd rank. Great for hiking, monks and the elderly.	3	1
Scimitar	1d8	Medium	+2 to damage vs Unarmored and non metallic armor.	3	2
Spear	1d8	Medium & Long	d10 damage if used two handed. May use from 2 nd rank. Double damage if set for charge. On a natural 10 +1d8 damage.	3	2
Javelin	1d6	Medium	A short, light, throwing spear	2	1

Name:	Damage:	Reach:	Special:	Quality:	Slots:
Sword, long or arming	1d8	Medium	+2 damage vs Unarmored and non metallic armor.	3	2
Sword, bastard	d8	Medium	d10 if used two handed. On a natural 10 +1d8 damage.	3	3
Sword, short	1d6	Short	+2 to damage vs Unarmored and non metallic armor. May be used off hand as a small shield. Does not bash.	3	2
Sword, Great	1d10	Medium	Two handed. On a natural 10 +1d10 damage and your foe rolls a Constitution check or is rattled, acting last next round.	3	3
Great Hammer/ Halberd	1d10	Medium & Long	Two handed. On a natural 10 +1d10 damage. Your foe rolls a Constitution check or is rattled, acting last next round. Or they roll a Dexterity check to avoid a hook or trip. May use from 2 nd rank.	3	3
Trident	1d8	Medium & Long	Two handed. On a natural 10, your foe rolls a Dexterity check to avoid a hook, trip, or disarm.	3	3
Unarmed	1d3	Close	Attacks with disadvantage against weapons unless martial arts are good at or better. Unarmed reach may be considered Close or Short when unarmed technique perk increases to Skilled at and considered Close, Short, or Medium increased to Mastered.	3	0
Pike	1d8	Long	Two handed. May use from 2 nd and 3 rd rank. The pikes flanks must be protected by allies or it is cramped. It's enemies are pressing. Double damage if set for charge. On a natural 10 +1d8 damage.	3	3

On a natural 10 [Natural x/d20]: Increases by even integers – 10, 12, 14, 16, & 18. So an expert with flails ignores shield bonuses on 10, 12, 14, and 16.

Ranged Weapons: Ranged Weapons adapted from David Stark and Robert Conley

Name:	Damage:	Rate of Aimed Fire:	Quality:	Slots:	Range up to: Feet or Yards		
					Indoors or Outdoors		Long: roll with disadvantage.
					Short: +1	Medium: 0	
Arbalast – Man Portable *	1d12	1 per 3	3	5	90	180	270
Heavy Crossbow **	1d10	1 per 2	3	3	80	160	240
Light Crossbow ***	1d6	1	3	2	60	120	180
Longbow/Composite Bow	1d8	1	3	2	70	140	210
Shortbow	1d6	1	3	2	50	100	150
Axe, thrown	1d6	1	3	0	10	20	30
Knife/Dagger, thrown	1d4	1	3	0	10	20	30
Dart	1d4	1	3	0	10	20	30
Hammer, light	1d4	1	3	2	10	20	30
Holy Water	Special	1	3	0	10	30	50
Javelin	1d6	1	2	1	20	40	80
Oil	Special	1	NA	0	10	30	50
Rock (thrown)	1d3	1	NA	0	10	20	40
Sling	1d6	1	3	1	30	60	90
Spear, thrown	1d8	1	3	2	10	20	30

* +4 hit vs Metal Armor or Shields. +1 vs all others.

** +2 hit vs Metal Armor or Shields. +2 vs all others.

*** +1 hit vs Metal Armor or Shields. +3 vs all others.

RoF	RoF	RoF+1	RoF+2	RoF+3
1	1	2	3	4
1 per 2	1 per 2	1	2	3
1 per 3	1 per 3	1 per 2	1	2

Elf/Fighter shortbow/longbow Level RoF bonuses stack with weapon perk RoF perk bonuses.

Ranged Attacks into melee – roll with disadvantage. On a miss, hit random target on a natural 5 or better.

Rules for Conflicts

Time:

Rounds are 6 – 10 seconds long. You may complete one normal action sequence. Turns are ten minutes long and are used for exploration and searching.

Movement:

- On their initiative number each combatant may move up to their tactical movement distance and attack any opponent in range. A combatant may not move again until the next round.
- A fighting retreat allows a character to move backwards at $\frac{1}{2}$ their tactical movement with no penalties. However, there must be a clear path for this movement.
- A full retreat occurs when a character moves backwards at a faster rate than $\frac{1}{2}$ of their tactical movement. The character making the movement forfeits his attack options this round. His opponent gets a free attack with a +2 to hit and advantage to damage. Also, shield bonuses do not apply to the character's armor class during any part of the retreat.

Movement Rules:

When less than $\frac{1}{2}$ of your slots are used, you are considered to be unburdened. $\frac{1}{2}$ to $\frac{2}{3}$ of your slots gives you a light load. More than $\frac{2}{3}$ of your slots weighs you down with a heavy load.

Tactical Movement per combat round:

	Dwarves, Elves, & Humans		Gnomes & Halflings	
	Light Load:	Heavy Load:	Light Load:	Heavy Load:
No Armor*	40	30	30	25
Light Armor	40	30	30	25
Medium Armor**	30	20	25	20
Heavy Armor***	20	10	20	10

Unburdened adds +2 to initiative and Dexterity rolls. This stacks with no armor bonuses.

*No armor adds +1 to initiative and Dexterity rolls.

** Exhaustion/exposure rolls are at disadvantage during very hot weather unless precautions are taken.

***Exhaustion/exposure rolls are at disadvantage during hot and very hot weather unless precautions are taken.

Running doubles the tactical movement rate. You may run for two times your Constitution defense in rounds. Then you gain one level of exhaustion. Gain another level of exhaustion at each additional Constitution in rounds spent running.

Forced Marches add ½ to Movement Rates. Save twice daily or gain a level of exhaustion.

Movement per Turn equals Tactical Movement times 60. Mapping per Turn is ¼ Movement per Turn.

Daily Movement in Miles per Day:

Terrain	Foot, Unburdened	Foot, Light Load	Foot, Heavy Load or Searching	Light & Medium Horse	Heavy Horse, Cart & Light Wagon	Heavy Wagon
Paved Road	30	20	15	60	45	30
Dirt Road	30	20	15	50	35	25
Trail	25	20	10	45	30	15
Grasslands	30	20	15	45	30	15
Hills	20	15	10	45	30	10
Mountains	15	10	5	20	10	NA
Light Forest	20	20	15	30	10	5
Medium Forest	20	15	10	30	10	NA
Heavy Forest	15	10	5	10	5	NA
Rocky Desert	20	15	10	45	15	5
Sandy Desert	20	20	5	20	10	NA
Swamp	10	7	5	5	NA	NA

Animal movement rates are based off comparison to horse values. Reduce animals with a heavy load to foot, heavy rates. Paved roads are degraded to dirt road values and dirt roads are reduced to trail values in adverse terrain. Trails provide no benefit in adverse terrain.

Combat Sequence & Initiative:

1. Missile fire – Roll all attacks. Apply damage simultaneously.
2. Movement and Melee attacks – Roll Initiative and apply in order of highest first.
 - Initiative: Roll 1d6 + any applicable Bonuses + Reach Effect Condition.
3. Cast spells – Highest Sorcery level take effect first. Ties take effect simultaneously.

Reach: Reach rules adapted from David Stark

Weapon reaches are rated as:

- Close
- Short
- Medium &
- Long

Condition definitions:

- Cramped: Fighting at less than optimal reach.
- At Bay: Fighting from beyond optimal reach.
- Standing Off: Fighting at optimal reach but opponent is fighting at more than optimal reach.
- Pressing: Fighting at optimal reach but opponent is fighting at less than optimal reach.

Effects of Condition vs Reach Category:

- 1 level difference:
 - Cramped or At Bay: Disadvantage on Initiative
- 2 levels difference :
 - Cramped or At Bay: Disadvantage on Initiative & Attack.
 - Pressing or Standing Off gets +1d3 on Attack
- 3 levels difference :
 - Cramped or At Bay: Disadvantage on Initiative, Attack, & Damage
 - Pressing or Standing Off gets +1d6 on Attack

Longer weapons retain their optimal status until the shorter weapon reaches it's range. Then the shorter weapon is optimal.

Perform successful stunt in place of a melee attack to move up or down one range category.

Dexterity save or spend 1 round to change the length of variable range melee weapons.

Rules are for medium sized creatures. [4'-7' tall] +/- one category per size difference or 4', whichever is easiest. Greater than 3 levels difference have the same effects. They just take longer to press into closer reach categories.

Melee Attacks:

To Hit: Roll 1d20 + Strength Modifier + Perk Bonus + Reach Effect Condition + Situation Modifiers

Damage: Weapon Damage Die + Class Bonus + Skill/Talent/Ability + Reach Effect Condition + Situation Modifiers

Unarmed attacks vs armed opponents are made with disadvantage. This penalty is removed when unarmed martial ability is good at or greater.

Missile Attacks:

To Hit: Roll 1d20 + Wisdom Modifier + Perk Bonus + Situation Modifiers

Damage: Weapon Damage Die + Class Bonus + Skill/Talent/Ability + Situation Modifiers

Attack Results:

Attack total:

- Greater than AC hits for damage. A natural 20 always hits if possible.
- Equal to or less than AC is a miss or deflected by armor.
- A roll of natural 1 always fails and the attacker's weapon loses 1 point of quality. See Fumbles page 15.
- On a natural 10 [Natural x/d20]: Occurs on a hit. Increases are on even integers – 10, 12, 14, 16, & 18. See perk level for increase rates. So an expert with ... occurs with bonuses on 10, 12, 14, and 16.
- Critical hits occur on a natural 20. The target is hit and the defender's armor loses 1 point of quality. See Critical Hits.
- Each point of quality costs 10% of the item's cost to repair. At 0 quality, the item is destroyed.

Critical Hits:

After rolling a critical hit; roll a d12 for bonus damage. Each time this dice rolls a 12, re roll and add result to the total damage. Then roll to hit again.

- A miss or hit results in no additional effect.
- A critical result forces a roll on the fatal injury table.
- Fatal Injury Table rolls caused by Critical hits are separate from ones caused by negative hit points.

Stunts: Adapted from Knave by Ben Milton. This material is released under the CCA 4.0 License, not the OGL.

Stunts are combat maneuvers such as shoving, disarming, tripping, sundering armor, and so on. They generally do not cause damage directly, but may do so indirectly (for example, pushing an enemy off of a ledge). The referee is the final arbiter as to what stunts can be attempted in a given situation.

Process:

- The attacker declares the combat maneuver being attempted.
- The stunt is resolved with a versus save. The difference between the attacker's and the defender's unarmed stunt bonuses are applied as a modifier.
- On a critical, the stunt occurs with additional effects or causes damage directly.

Here is a list of possible. Feel free to improvise and add to:

- Disarm, grab and pull forward, or close or open reach ranges.
- Force back or push d6 paces [bull rush]: Charge the target, who may only be one size larger than you.
- Grab to grapple: One handed grappling: Foe saves with advantage. Advantage/Disadvantage is applied for significant size differences or significant strength differences. Once grabbed, additional successes are needed to apply effects or escape from them:
 - Grapple: A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed or AC. 1 success.
 - Pin arms, bind weapon, or grab weapon arm.: 1 Success
 - Restrained: A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed. Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage. The creature has disadvantage on Dexterity saving throws. 2 Successes
 - Throw: To the ground: Foe becomes prone. 1 Success. Away from you: If same size or larger, throw up to d3 paces for 1d6 damage and becomes prone. 2 Successes
 - Choke: Inflicts one "point" of strangulation, +1 for each 5 points by which the save roll fails. If the target accrues points greater than 2, roll a Constitution save – total strangulation points or fall unconscious. Must be vulnerable to choke.
 - Inflict Pain: Foe is rattled for one round +1d6 damage. 1 success
 - Get out of a Grapple Effect: Make a Strength save – successes of effect.
- Switch places or slip past opponent.
- Unhorse.

Wielding Two Weapons:

When you wield a short weapon in your off hand, pick one of the following options:

1. You may use your short weapon as a small shield if this quality is listed in the weapon tables.
2. On a successful attack roll, roll damage dice for both weapons and use the best result.

Defensive Fighting:

Defensive fighting lasts for at least a full round.

Partial Defense: +4 Armor Defense vs melee attacks. Attack normally. On a successful attack, apply $\frac{1}{2}$ damage for the attack.

Full Defense: May not attack. Melee attacks against you are rolled with disadvantage.

Mounted Combat: Adapted from Robert Conley

A mounted warrior has greatly enhanced mobility, speed, and strength compared to the foot soldier.

When fighting from horseback the following rules are in effect:

- Gains advantaged on attack rolls to hit any target on foot.
- Any target on foot has disadvantaged when attacking a horseman unless using long weapons.
- When the mounted fighting man moves more than $\frac{1}{2}$ move towards his target, he is considered charging. Apply the following charging characters.
 - Automatically wins initiative. If charging characters are present on both sides, initiative is checked first among those charging followed by everyone else.
 - Gains advantage to his damage on a successful hit on any weapon.
 - If the weapon is a lance, he has the option of doubling the lance's damage. When this option is used the lance has to make a saving throw of 15 or better or it be shattered. Knights and other calvary elites will do triple damage.
 - On a charge, the rider may opt to do a knockdown. The horse will slam into the target instead of a rider's weapon attack. If successful the target is knocked prone and must make his saving throw versus Constitution or be knocked unconscious. Damage is 1d10.
- The horse can attack separately from the mounted fighting man.
 - The horse may not attack if charging, except to make a charging knockdown attack.
 - The horse can only attack a target on foot.
 - If a person on foot attacks the horse on the rider's shield side then the horse gains the rider's shield bonus.
 - If you track rations a horse requires rations equal to that of an individual character. The referee may rule that if the party is in a fertile region with grass then horse requires only half of the rations an individual needs.

Fumbles: Adapted from Darryl Koster

A fumble never results in a hit on an opponent, regardless of what bonuses they may have. A fumble occurs after natural 1 is rolled on an attack roll and is confirmed by a second attack roll that misses. Fighters and other characters/monsters with advanced combat training roll 1d8 below. Most player characters, non-player characters, and monsters roll 1d12 and consult the table below.

	Fumble Effects:
1	Distracted. The opponent's next attack is +1d6 to hit.
2	Slip. Roll a Dexterity Save or lose balance. -1d6 on attack and damage rolls for 2 rounds.
3	Lose Grip. Roll a Dexterity Save or drop whatever weapon is in hand. #2 if no weapon is in hand.
4	Weapon Bind. Weapon is entangled with the opponent or a nearby object. No attack the next round.
5	Shield Strap Breaks. Lose Armor Defense from shield until 2 rounds are spent fixing it. #6 if no shield.
6	Off Balance. -3 to attack and -3 to Armor Defense for one round.
7	Stumble. Roll a Dexterity Save or fall to knees. If you fall, the nearest opponent takes one immediate free attack and you need one action to regain footing. #6 if no opponents are within range to attack.
8	Lose Grip. Roll a Dexterity Save or drop whatever weapon is in hand. #2 if no weapon is in hand.
9	Fall. You are prone. The nearest opponent is allowed one immediate free attack.
10	Weapon Breaks. Your weapon breaks and is not usable again until repaired. High quality and magical weapons save to resist breaking.
11	Hit Self. As a result of a wild swing or misfire the attacker suffers half damage from his own attack.
12	Hit Friend. As a result of a wild swing or shot, a friend suffers full damage from the attack.

Effects of Damage:

Death occurs at negative Constitution + Character Level.

Each time a character suffers damage resulting in negative hit points, roll on the Fatal Injury Table. This table is sprinkled with injuries that may take days or months to heal. At zero HP's and each time a character takes damage at negative hit points, roll save vs Constitution to remain conscious. Remember, once a character is unconscious:

- They are incapacitated, can't take actions or reactions, can't move or speak, and is unaware of its surroundings.
- The creature drops whatever it's holding and falls prone.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature rolls on the Fatal Injury Table if the attacker is within 5 feet of the creature.
- An armed attacker within 5 feet of the creature can spend the round killing the character.

Fatal Injury Table Modifiers:

- Combat Damage: Defender rolls 2d6 + [1 if large to giant sized or 2 if larger] + [1 for wearing heavy helmet] + [1 for shield] + [armor: 3 plate or 1 metal armor] and - [the wound penalty values from any prior wounds] - [1 for each perk level that the attacking weapon has].
- Falling Damage: Defender rolls 2d6 + [1 if large to giant sized or 2 if larger] and - [the wound penalty values from any prior wounds] - [1 for each 10 ft. fallen].
- Magic Damage: Defender rolls 2d6 + [1 if large to giant sized or 2 if larger] + [1 for wearing heavy helmet] + [1 for shield] + [armor: 3 plate or 1 metal armor] and - [the wound penalty values from any prior wounds] - [Sorcery perk level].

Falling damage equals 1d6 per 10' fallen. Falling damage variability diminishes with increased height.

10' - 20' = Roll and keep result 21'-40' Re roll 1's 41'-60' Re roll 1's & 2's 61+' Re roll 1's, 2's & 3's

Healing Rates:

Healing hit point damage:

- After a meal and a full night's rest, heal lost hit points equal to 1d8 plus their Constitution bonus.
- Resting at a safe haven and enjoying a meal with a full night's rest restores all lost HP.

Wound penalties are removed when the wound they are derived from heals or 1 point per day, whichever is slower.

Fatal Injury Table: Adapted from Trollsmyth

2d6	Wound penalties are cumulative. Use the worst of skill penalties.
1 or less	Instant Death: (decapitation, brain destroyed, heart skewered or other fatal wounds). No save.
2	Fatal Wound: (guttled, severed spinal cord, perforated lung, etc.) Die in 2d6 rounds. Cast Cure Critical Wounds to prevent death. It converts into #5 below. It does not return hit points. Wound penalty: -4. Dice Modifiers: -8
3	Severe Joint/Limb Wound: (see #4 below) Bleed 1d6 per round until tourniquet applied, wound cauterized with fire, or Cure Moderate Wounds cast(does not return hit points). Limb unusable. Heal spell converts wound into #5. Heals in 3d6+2 weeks if Constitution save fails. Otherwise, lose use for 1d6 weeks. Wound penalty: -3. Dice Modifiers: -6.
4	Limb (1d6 1-3 right 4-6 left, 1d6 1-3 arm 4-6 leg) Wounded: Minimal use of limb for 1d6 weeks if save vs Constitution fails. On a success minimal use for 1d6 days. Cure Moderate Wounds heals injury and returns hit points. Minimal is standing, slowly limping – no running etc. Wound penalty: -2. Dice Modifiers: -2.
5	Serious Wound to Vitals: Bleed 1d3 per round until bandages applied, wound cauterized, or Cure Light Wounds cast(does not return hit points). Cure Moderate Wounds heals injury and returns hit points. Wound heals in 1d6+3 weeks. Wound penalty: -3. Dice Modifiers: -4.
6	Senses reeling: Use #10 if wearing metal helm. Roll 1d6. You have disadvantage on: 1-3 Eye Injury: checks using sight and a 33% miss chance on attack rolls. 4-6 Ear Injury: checks using hearing and on balance. Make a Constitution save; on a success the damaged can be mended with a Cure Moderate Wounds or 2d6 weeks of rest. On a fail the organ is lost. Remove Blindness/Deafness heals. Roll 1d6: 1-3 right or 4-6 left. Wound penalty: -2.
7	Internal injury: Make a Constitution save. A success adds a level of exhaustion for 1d6 hours. A fail adds two levels of exhaustion for 1d6 days. Wound penalty: -2. Dice Modifiers: -2.
8	Minor head wound: Unconscious for 2d12 rounds if not wearing helm. Rattled 1d6 rounds with light helm and 1 round with heavy helm. Wound penalty: -1.
9	Minor wound: Rattled until Wisdom save made or Cure Minor Wounds applied, unless wearing a helm. With helm, only rattled for 1 round. Wound penalty: -1.
10	Rattled for 1d6 rounds. Wound penalty: -1.
11	Minor wound: Rattled for 1d3 rounds and knocked prone, #12 with helm.
12	Minor wound – knock prone. Restored to 1d6 hit points if below zero – to maximum hit points.
13+	A surge of adrenaline restores hit points to 2d6 if below zero – to maximum hit points.

Conditions:

Conditions alter a creature's capabilities in a variety of ways. A condition lasts either until it is countered (the prone condition is countered by standing up, for example) or for a duration specified by the effect that imposed the condition.

If multiple effects impose the same condition on a creature, each instance of the condition has its own duration, but the condition's effects don't get worse. A creature either has a condition or doesn't. The following definitions specify what happens to a creature while it is subjected to a condition.

Blinded

- A blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

Charmed

- A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects.
- The charmer has advantage on any ability check to interact socially with the creature.

Dazed

- The creature is unable to act normally, except to move at half speed. A dazed creature can take no actions, but has no penalty to AC.

Deafened

- A deafened creature can't hear and automatically fails any ability check that requires hearing.

Exhaustion

- Some special abilities and environmental hazards, such as starvation and the long term effects of freezing or scorching temperatures, can lead to a special condition called exhaustion. Exhaustion is measured in six levels. An effect can give a creature one or more levels of exhaustion, as specified in the effect's description.

Level	Effect
1	-3 to d20 rolls and -1 to 1d6 rolls
2	-3 to d20 rolls, -1 to 1d6 rolls, movement is halved, and -2 AD
3	Disadvantage on all rolls, movement is halved, and -2 AD
4	Disadvantage on all rolls, vulnerable [x2] to all damage, movement is halved, and -2 AD
5	Disadvantage on all rolls, vulnerable [x2] to all damage, -2 AD, and speed reduced to 5
6	Death

- If an already exhausted creature suffers another effect that causes exhaustion, its current level of exhaustion increases by the amount specified in the effect's description. An effect that removes exhaustion reduces its level as specified in the effect's description. Roll a Constitution save each hour to regain a level of exhaustion, provided that the creature has rested and also ingested some food and drink.

Frightened

- A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
- The creature can't willingly move closer to the source of its fear.

Grabbed

- Somebody/Something has a hold on you

Grappled

- A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed or AC.
- The condition ends if the grappler is incapacitated (see the condition).
- The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect.

Incapacitated

- An incapacitated creature can't take actions or reactions.

Invisible

- An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves.
- Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

Paralyzed

- A paralyzed creature is incapacitated (see the condition) and can't move or speak.
- The creature automatically fails Strength and Dexterity saving throws. Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

Petrified

- A petrified creature is transformed, along with any nonmagical object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging.
- The creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.
- Attack rolls against the creature have advantage.
- The creature automatically fails Strength and Dexterity saving throws.
- The creature has resistance to all damage.
- The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

Poison

Type:	Effect:	Damage:
Irritant	Save or damage	1d6
Sickening	Save for half damage. Disadvantage to attacks and ability checks for 3d12 hours	2d6
Debilitating	Damage. Dazed 1d6 turns. Rattled for 5d12 hours. Save to halve damage and halve the effect durations.	3d10
Deadly	Save or die. Then save for half damage and debilitating effects or suffer full debilitating effects.	5d10

These are the generic versions of poison. See specific poisons for additional effects.

Prone

- A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.
- The creature has disadvantage on attack rolls, except crossbows.
- An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

Rattled

- All rolls are rolled with disadvantage.

Restrained

- A restrained creature's speed is 0, and it can't benefit from any bonus to its speed.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- The creature has disadvantage on Dexterity saving throws.
- An armed attacker who is not involved with the restraint and within 5 feet of the creature can spend the round killing the character.

Staggered

- When a creature's hit points drop to half or below, they gain the Staggered status, and displays obvious signs of physical trauma. The Staggered condition is useful as an indicator that an opponent is seriously injured (and similarly, the GM can quickly inquire which PCs are Staggered to gauge how a combat is going).

Stunned

- A stunned creature is incapacitated (see the condition), can't move, and can speak only falteringly.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.

Unconscious

- An unconscious creature is incapacitated, they can't take actions or reactions, can't move or speak, and is unaware of its surroundings
- The creature drops whatever it's holding and falls prone.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.
- Any weapon attack that hits the creature rolls on the Fatal Injury Table if the attacker is within 5 feet of the creature.
- An armed attacker within 5 feet of the creature can spend the round killing the character.

Light:

Bright: No penalties

Dim: -2 to rolls dependent on sight.

Dark: Disadvantage to rolls dependent on sight.

Object:	Bright:	Dim:	Duration:
Candle	n/a*	5 ft.	1 hr.
Ever burning torch	20 ft.	40 ft.	Permanent
Lamp, common	15 ft.	30 ft.	6 hr./pint
Lantern, bullseye**	60 ft. cone	120 ft. cone	6 hr./pint
Lantern, hooded	30 ft.	60 ft.	6 hr./pint
Sun rod	30 ft.	60 ft.	6 hr.
Torch	20 ft.	40 ft.	1 hr.

Spell:	Bright:	Dim:	Duration:
Continual flame	20 ft.	40 ft.	Permanent
Dancing lights (torches)	20 ft. (each)	40 ft. (each)	1 min.
Daylight	60 ft.	120 ft.	30 min.
Light	20 ft.	40 ft.	10 min.

* A candle does not provide bright illumination, only shadowy illumination.

** A bullseye lantern illuminates a cone, not a radius.

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