

TRUE20 DAMAGE AND RECOVERY FOR DUMMIES (ABRIDGED)

NON-LETHAL DAMAGE

A failed Toughness save against a non-lethal attack means the target is bruised. mark down a Bruised condition on the Damage Track.

BRUISED

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Toughness Saving Throw Penalties

–1 penalty on saves against **Non-Lethal** damage.

Effects of Condition

None

Recovery

Fade automatically at a rate of one per minute. You can spend Conviction to immediately erase all bruised, dazed, and hurt conditions after a conflict. Warriors can use their role's core ability and spend Conviction to erase all bruised and hurt conditions during combat.

If the save fails by **5 or more**, the target is dazed; mark down a dazed condition on the Damage Track.

DAZED

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Toughness Saving Throw Penalties

–1 penalty on saves against **Non-Lethal** damage

Effects of Condition

Lose one full-round action after suffering a dazed result; take no actions, but retain your normal Defense.

Recovery

Fade automatically at a rate of one per minute. You can spend Conviction to immediately erase all bruised, dazed, and hurt conditions after a conflict. Warriors can use their role's core ability to spend Conviction to erase all bruised and hurt conditions during combat. You must recover from being Wounded and Staggered before recovering from being Dazed.

If the save fails by **10 or more**, the target is staggered; check off the staggered box. If staggered is already checked off, check off the Unconscious condition.

STAGGERED

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Toughness Saving Throw Penalties

None

Effects of Condition

Stunned! for one round after being wounded. Take no actions, lose your dodge bonus and have a –2 penalty to Defense. The following rounds, take only a standard or move action, until staggered is cured.

Recovery

Requires a Constitution check (Difficulty 10) to erase the damage condition.

You can make a recovery check once per **minute** for Staggered.

You must recover from being Unconscious and Disabled before you can recover from being Staggered.

If the save fails by **15 or more**, the target is unconscious. If the unconscious box is already checked, check off a Hurt Box

UNCONCIOUS

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Toughness Saving Throw Penalties

None

Effects of Condition

An unconscious character has been knocked out and is helpless.

Recovery

Requires a Constitution check (Difficulty 10) to erase the damage condition.

You can make a recovery check once per **minute** for unconscious.

You must recover from Dying before they you recover from being Unconscious.

LETHAL DAMAGE

A failed Toughness save against a lethal attack means the target is hurt; mark down a hurt condition on the Damage Track.

HURT

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Collateral damage

In addition to the Hurt condition, mark down a Bruised condition.

Toughness Saving Throw Penalties

–1 penalty on further saves against **Lethal** damage.

Effects of Condition

None

Recovery

Fade automatically at a rate of one per minute. You can spend Conviction to immediately erase all bruised, dazed, and hurt conditions after a conflict. Warriors can use their role's core ability and spend Conviction to erase all bruised and hurt conditions during combat.

If the save fails by **5 or more**, the target is wounded; mark down a wounded condition on the Damage Track.

WOUNDED

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Collateral damage

In addition to the Wounded condition, mark down a Dazed condition.

Toughness Saving Throw Penalties

–1 penalty on further saves against **Lethal** damage.

Effects of Condition

Shaken! –2 penalty on all checks except Toughness saves or Constitution until all wounded conditions are eliminated.
Stunned! for one round after being wounded. Take no actions, lose your dodge bonus and have a –2 penalty to Defense.

Recovery

Requires a Constitution check (Difficulty 10) to erase the damage condition.

You can make a recovery check once per **hour** for Wounded.

You must recover from being staggered and disabled before you can recover from being wounded.

If the save fails by **10 or more**, the target is disabled; check off the disabled box. If disabled is already checked off, check off the Dying condition.

DISABLED

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Collateral damage

In addition to the Disabled condition, mark down the Staggered condition, or Unconscious condition if Staggered is already checked.

Toughness Saving Throw Penalties

None

Effects of Condition

Disabled characters are badly injured. If a disabled character takes a standard action, he falls unconscious and begins dying on the following round.

Recovery

Requires a Constitution check (Difficulty 10) to erase the damage condition

You can make a recovery check once per **day** for staggered.

You must recover from being unconscious and dying before you can recover from being disabled.

If the save fails by **15 or more**, the target is dying; check off the dying box on the Damage Track. If dying is already checked off, sorry buddy, you are dead.

DYING

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Collateral damage

In addition to the Dying condition, mark down the Unconscious condition..

Toughness Saving Throw Penalties

None

Effects of Condition

Dying characters have to make a Constitution check (Difficulty 10) at the beginning of each round. On a failed check, the character dies. On a successful check, the character lives for another round (and must make a check the following round).

Recovery

Make a Constitution check (Difficulty 10) at the beginning of **each round**. On a failed check, you die. On a successful check, the you live for another round (and must make a check the following round).

If the check succeeds by 10 or more (Difficulty 20), your condition becomes disabled and unconscious.

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