



TRUE20 DAMAGE CONDITION CHART

Frustrated that the official True20 Narrator's Screen doesn't include any reference for Damage Conditions -- one of the most confusing and often-needed portion of the rules? So are we. So here's a simple solution: a replacement chart to bodge into the screen yourself!

Cut out the chart below and glue or tape it to your True20 Narrator's Screen over the "Concealing Weapons and Objects" chart in the top right of the right-hand panel (next to "Concealment" and above "Reputation"). It should fit perfectly, replacing a seldom-used chart with something you'll refer to every game session.

Enjoy!

DAMAGE CONDITIONS	
Condition	Effect
Bruised	-1 on Toughness saves vs non-lethal damage.
Hurt	-1 on Toughness saves vs lethal damage.
Dazed	Lose one full-round action but retain normal Defense.
Wounded	-2 penalty on all checks, including attack rolls and Fortitude, Reflex, and Will saving throws, but not including Toughness saves or Constitution checks. Stunned for one round after being wounded: no actions, lose dodge bonus to Defense, and -2 penalty to Defense.
Staggered	Lose one full-round action: lose dodge and parry bonuses to Defense, and have a -2 penalty to Defense. In the following rounds, only take a standard or a move action, not both.
Disabled	Upon taking a standard action, fall unconscious and begin dying on the following round.
Unconscious	Helpless.
Dying	Make a Constitution check (Difficulty 10) at the beginning of each round to avoid death.

About Scratch Factory

Scratch Factory is an independent game design studio dedicated to making useful stuff for DMs of d20-based systems. We've got lots of free stuff online at www.scratchfactory.com. Check us out!

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