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| **Status** | **Effect** |
| Afraid | A character that is afraid must flee until he either makes his saving throw, or until he breaks line of sight with, and is more than a full move away from, the cause of his fear. |
| Bad Morale | A character with bad morale takes a -1 to all skill rolls until the conditions that cause his demoralization end. |
| Bleeding | A bleeding character takes 1 point of damage each round until a successful medical check (takes one round and has a DL of 12) can be made to stop the bleeding. Bleeding stacks. |
| Blind | A blind character is at a -2 to his hand to hand attacks, and -8 to ranged attacks. In addition, he takes a -2 to all parries, and a -4 to all dodges. At the GM’s discretion, he may have to make perception rolls to move without wandering off target. |
| Chilled | A chilled target is at a -1 for pretty much every combat roll. They take a -1 to attack, defenses, initiative, movement and do 1 less point of damage for each damage die they roll. |
| Choking | A choking character cannot act except to move at half their normal rate. Once they escape the cause of the choking, they recover and can act normally the next round. |
| Crippled(x) | A crippled character takes -x to his movement, defense, initiative and any skills that require REF, SKL, or movement. |
| Cursed | A cursed foe takes a -1 to all skills and initiative rolls and if he rolls a 1 on any die (d12, like a skill roll, to hit, or initiative), his action immediately ends and he takes 1d6 damage (no armor) from an instance of bad luck. |
| Dazed | A dazed character gets a -1 to his rolls and can take only a half-action. |
| Disfigured(x) | A character that is disfigured is permanently impaired, taking a penalty to all actions equal to the level of disfigurement. |
| Down for the Count | You are unconscious. If an ally spends 1 round trying to rouse you, you can make a TOU check to recover. The DL of the TOU check is based on the DL of the check you failed to gain this status in the first place. |
| Entangled | An entangled character cannot move, attack, or cast spells. He can try to break free from his bonds as a full action. |
| Good Morale | A character with good morale has a one-time +1 bonus that can be used to turn a failed check into a passed one. |
| Haste(x) | A hasted character gets +x initiative, +x move and Fast(x) |
| Ignited | An opponent who is “ignited” suffers 1d6 damage each round (no defense). If the die comes up a 1 or 2, the burning stops. If the die comes up a 6, another burning die is added next round. The target can stop burning by taking a full action to “stop, drop, and roll.” |
| Impaired(x) | An impaired character gets a -1 to all actions for each level of impairment. |
| Prone | A prone character is -2 to attack and defend in melee, but gets a +2 to dodge missile attacks if the attacker is more than 2”away. A prone character can get up as a half-move. A prone character can crawl 2” a round. |
| Sickened(x) | A sickened character can move at half his normal rate and defends at a -2. If he tries to take any other action, he must make a save (TOU, POW x) or lose the rest of his action. |
| Slow(x) | A slowed character gets –x initiative, -x move and if they roll a 0 or less on their modified initiative roll, they cannot act this round. |
| Smitten | A smitten character cannot attack the opponent who gave him this status. However, if that opponent attacks him, the status is ended. Once a smitten character is free of the status, he cannot be affected by the same opponent again for the rest of the encounter. |
| Stunned | The character cannot attack, move or otherwise activate powers (though powers that were on when he was stunned remain on). He can only defend at a -2. |
| Weakened(x) | You lose 1 MUS die step and take a -4 to all MUS checks for each level of weakened. |
| Winded(x) | A winded character takes a -1 to all toughness rolls when trying to remain conscious at the 50% or 75% threshold for each level of winded. |