Combat Quick Reference

Combat encounters are broken down into Rounds: periods of time in which characters take actions, representing roughly five seconds of "real" time. The core of each combat round is the Cycle: the countdown through initiative order so that each player has a chance to take their turn. There can be several cycles per combat round. During each Turn, the active character performs a combat action and resolves its effects. Any conditions affecting a character trigger at the start of their turn.

Combat Overview

Combat encounters can be resolved by following these steps:

- **Step 1: Determine Surprise** Determine which characters are surprised. They do not roll 1d5 for initiative, they simply use their Initiative Rating. They also may not take any actions during the first round of combat and may only take reactions after their first turn has passed.
- **Step 2: Set the Scene** GM describes the scenario.
- **Step 3: Determine Initiative** All characters involved make an Initiative Roll (1d5 plus the character's Initiative Rating, rolling off if two characters tie). GM rolls once for larger groups of similar NPCs.
- **Step 4: Round Start** Starting with the character with the highest initiative, each character takes one turn until they all have had one turn. If any characters have remaining action points afterwards, the cycle begins again with the highest initiative character that still has action points remaining.
- **Step 5: Round End** Repeat step 4 until all characters are out of action points: the round is now over.
- **Step 6: Encounter Ends** Repeat steps 4 and 5 until the combat is resolved.

Combat Actions

Combat actions represent things that a character can do during combat. Each costs a single action point unless otherwise noted:

- **Actions** can only be taken during the character's own turn, and only one per turn. Extended actions are simply a series of the same action performed back to back across turns.
- **Reactions** can be taken to counter other character's actions.
- **Free Actions** can be taken at any time and cost no AP.

Hit Locations

Result	Location Hit
0	Head
1-2	Right Arm
3-4	Left Arm
5-7	Body
8	Right Leg
9	Left Leg

Attacking & Defending

Attacks can be resolved by following these steps:

- **Step 1: Attack** Attacker spends an action point to use an attack action, chooses his target and means of attack, and makes an attack test against his Combat Style skill. Melee attacks can test against either Strength or Agility, while Ranged attacks must use Agility. Off hand attacks are -10.
- **Step 2: Defend** Defender spends an action point to make a defensive reaction of his choice and makes the appropriate defense test. Can still defend even if attacker fails.
- **Step 3: Determine Result** If one or both characters pass their tests, then there is the potential for a character to win special effects (see table below). Attacks made with the Cast Magic action can never win special effects.

		Attacker			
		Critical Success	Success	Failure	Critical Failure
Defender	**Critical Success**	*	Def. 1	Def. 2	Def. 3
	Success	Att. 1	*-	Def. 1	Def. 2
	Failure	Att. 2	Att. 1	-	-
	Critical Failure	Att. 3	Att. 2	-	-

*Both characters succeed at the same level? If the attacker has higher DoS they negate the successful defense, though their damage roll is reduced by the defender's DoS.

- **Step 4: Resolve Attack** If the attacker passed his attack test, his attack hits the target and deals damage. If the defender passed his defense test, he either negates the attack entirely or reduces its damage (depending on his method of defense). Characters with special effects apply them before damage.

Resolving Defense

Follow these steps to resolve a successful defense:

- **Ranged Attack - Blocked** Attack is resolved against shield arm instead of original hit location. Add AR of the shield to the AR of the shield arm.
- **Ranged Attack - Evaded** Attack is negated entirely.
- **Melee Attack - Parried** Parrying with a weapon or shield of *one size less (or larger)* than the attacking one negates the attack entirely. Otherwise resolve the attack normally.
- **Melee Attack - Blocked** If the shield is *one size less (or larger)* than the attacking weapon, that damage is reduced by the AR of the shield as well as the AR of the arm. Otherwise it is only reduced by half the AR of the shield (and full arm AR).
- **Melee Attack - Evaded** Attack is negated entirely.

Damage & Hit Locations

When an attack hits a target, first determine its hit location using the ones digit of the attack roll. Next roll the damage for the attack (adding Damage Bonus for melee attacks). The AR of the hit location is reduced by the penetration of the attack. Damage is reduced by AR.

Situational Modifiers

Circumstantial modifiers for melee and ranged combat:

Melee Combat Circumstances

Circumstance	Modifier
Attacking in a confined area.	-20
Defending while on lower ground or against a mounted foe.	-20
Fighting on unstable ground.	-20
Fighting while crouching or on one knee.	-20
Fighting in poor visibility (fog, snowstorm).	-10
Defending against an attack from behind (assuming the character is aware of the attack).	-30
Fighting while prone.	-30
Fighting in partial darkness.	-10
Fighting in total darkness.	-30
Blinded or loss of primary perceptive sense.	-60

Ranged Combat Circumstances

Circumstance	Modifier
Light Wind	-10
Moderate Wind	-20
Strong Wind	-30
Gale, Storm or Worse	-60
Target is Running	-10
Target is Sprinting	-20
Target obscured by mist or partial darkness	-10
Target obscured by thick smoke, fog, or darkness	-20
Target completely obscured	-40
Blinded or loss of primary perceptive sense	-60
Target prone	-20
Attacker is prone*	-40
Attacker is on unstable ground	-20

*Can be ignored if using a crossbow

Situational Modifiers

Range differential occurs with a Reach difference of two or more steps between the longer and shorter weapon. A character can close or open range in two ways: the Close/Open Range special effect, and the Change Range combat action.

Weapon Size Categories

Size	Description
Small	Human unarmed combat and light, one handed weapons such as daggers.
Medium	One handed weapons over a kilogram in weight, such as a mace.
Large	Long hafted thrusting weapons, such as spears.
Huge	Two handed slashing, chopping or bashing weapons, like great swords
Enormous	Weapons used by large creatures.

Weapon Reach Categories

Size	Description
Touch	Human reach in unarmed combat, brass knuckles, and so forth.
Short	Weapons less than half a meter long, such as a dagger or short sword.
Medium	Single handed swung weapons longer than half a meter, such as a flail.
Long	Single handed thrusting weapons, or two handed swung weapons, such as a great axe.
Very Long	Two handed or mounted thrusting weapons, such as polearms or lances.

Fighting at the Longer Reach

The user of the shorter weapon cannot directly attack the wielder of the longer. If the longer weapon is the natural weapon of a creature, the user of the shorter weapon can directly attack it.

Fighting at the Shorter Reach

The user of the longer weapon will find he cannot Parry the attacks of the shorter. The user of the longer weapon can still attack with the haft or hilt of his now encroached weapon, but this is not very effective, and the character halves all damage dealt (after damage has been rolled, but before any mitigation).

Smaller Reach Differences

A character wielding a weapon with a reach only one step shorter than his opponent's weapon suffers a -10 penalty to defense tests made using that weapon against the longer one. Likewise, the wielder of the longer weapon gains a +10 bonus to defense tests made using that weapon against the shorter one.

Wounds & Trauma

Damage that is dealt to a character after mitigation is accrued in the form of Trauma, which is an abstract representation of physical harm. Each point of damage equals a point of trauma. If a character ever accumulates trauma in excess of their Health, they fall unconscious. If their trauma ever exceeds one and one half their Health (round down) the character dies. If a character ever receives trauma from a single source in excess of their Wound Threshold, they take a wound.

Shock Effects: When a character takes a wound, they immediately suffer the shock effects specified by that wound level (which will typically call for an Endurance test).

Passive Effects: After the character has resolved the shock effects of a wound, they begin to suffer its passive effects and continue to do so until the wound is healed.

Lingering Effects: At the end of the combat encounter, or after one minute (12 rounds) (whichever is sooner) after a character suffers a wound, its lingering effects kick in.

Additional Wound Effects by Damage Type

Apply the appropriate additional effect when a character takes a wound from damage of one of these types.

- **Rending Damage:** Roll twice and user the higher result when determining the blood loss incurred by the wound.
- **Impact Damage:** If a character wounl lose an action point due to the shock effects of a Major wound (or higher), they gain the stunned condition for one round instead.
- **Fire Damage:** The character must pass a +20 Agility test or gain the burning (1) condition.
- **Frost Damage:** If the character fails the Endurance test for the shock effects of the wound, they take a level of fatigue.
- **Poison Damage:** Ignore blood loss caused by lingering effects. In these cases the character makes a -10 Endurance test when lingering effects would take effect: on failure he gains levels of fatigue equal to his degrees of failure.
- **Shock Damage:** If the character fails the Endurance test for the shock effects of the wound, they lose magicka equal to the trauma inflicted to cause the wound.

Fatigue

Fatigue is measured in levels. For each level of fatigue they possess a character suffers a -10 penalty on all tests and reduces any initiative rolls by 1 (to a minimum of 1). Characters ignore the effects of levels of fatigue until they exceed their Stamina (meaning a character with Stamina 3 and 4 levels of fatigue only suffers the effects of a single level). If a character's levels of fatigue ever equal or exceed twice the character's Stamina, the character falls unconscious. If they equal or exceed three times the character's Stamina, they die.

Minor wound (Wound Threshold trauma or greater)
Shock Effects
- The character must pass a +30 Endurance test or lose an action point. If they have none remaining, they begin the next round with one less.

Passive Effects
- The character suffers a -5 penalty to all tests and a -1 to all future initiative rolls while they have this wound.

Major wound (2*Wound Threshold trauma or greater)
Shock Effects
- The character must pass a +10 Endurance test or lose an action point. If they have none remaining, they begin the next round with one less.
- If the wound is to a limb, the character falls prone (leg), drops item held (arm), or is stunned for one round (head).

Passive Effects
- The character suffers a -10 penalty to all tests and a -2 to all future initiative rolls while they have this wound.

Lingering Effects
- The character gains the blood loss (1d5-3, min 1) condition.

Crippling wound (3*Wound Threshold trauma or greater)
Shock Effects
- The character must pass a -10 Endurance test or suffer the lost body part condition as is appropriate for the hit location.
- If the wound is to a limb, the character falls prone (leg), drops item held (arm), or is stunned for one round (head).
- The character loses an action point. If they have none remaining, they begin the next round with one less.

Passive Effects
- The character suffers a -20 penalty to all tests and a -3 to all future initiative rolls while they have this wound.

Lingering Effects
- The character gains the blood loss (1d5-2, min 1) and crippled body part (for the appropriate hit location) conditions.

Severe wound (4*Wound Threshold trauma or greater)
Shock Effects
- The character must pass a -30 Endurance test or fall unconscious for rounds equal to their degrees of failure.
- The character suffers the lost body part condition as is appropriate for the hit location.
- The character loses an action point. If they have none remaining, they begin the next round with one less.

Passive Effects
- The character suffers a -40 penalty to all tests and a -4 to all future initiative rolls while they have this wound.

Lingering Effects
- The character gains the blood loss (1d5) condition.

Special Effects

If special effects are won during an exchange, they must be selected before damage is rolled and resolved. Certain special effects have unique requirements for their use. When two or more special effects are gained on an attack or defense, the character may freely mix and match which ones are selected provided he meets the prerequisite conditions for each one, and some effects can be stacked.

Accidental Injury (Defender only)
Requires: Opponent cannot be using a Very Long weapon. Critical failure on the attack test. Cannot be used on Evade.
Effect: The defender deflects or twists an opponent's attack in such a way that the opponent fumbles, injuring himself. The attacker must roll damage against himself in a random hit location using the weapon he used on the attack. If unarmed, he tears or breaks something internal, the damage roll ignores armor.

Arise (Defender only)
Requires: Defender must be prone to start.
Effect: Allows the defender to use a momentary opening to roll back up to their feet if they had been prone before.

Bash (Attacker only)
Requires: Shield, or a melee weapon with the Concussive quality. Target character cannot be a Size larger than the attacker.
Effect: The attacker bashes the opponent off balance, the attack knocks an opponent back one meter for every three degrees of success. If the defender is forced back into an obstacle than they must make an Acrobatics test opposed against the original attack roll to avoid falling prone.

Blind Opponent (Defender only)
Requires: Critical success on the defense test.
Effect: The defender blinds his opponent by throwing sand, reflecting light off his shield, or some other tactic which interferes with the attacker's vision. The attacker must make an Evade skill test (or a Combat Style test, if using a shield) opposed against the defender's original defense roll. If the attacker fails he gains the Blind condition for 1d2 turns.

Choose Location (Attacker only)
Effect: The attacker may freely select the hit location where his attack lands.

Circumvent Defense (Attacker only)
Effect: The attacker may completely ignore an otherwise successful Evade, Parry or Block.

Close Range
Effect: Permits the character to automatically change the engagement range between him and an opponent so that they end up at the range favored by the shorter weapon.

Compel Surrender (Attacker only)
Requires: Target is a non-player character.
Effect: Allows the character to compel the surrender of a helpless or disadvantaged opponent (if, for example, they are disarmed or prone). Damage is not inflicted on the target, they are only threatened (a dagger to the throat, for example). Assuming the target is able to understand the demand, they must make a Willpower test opposed against the original attack test or else they capitulate.

Disarm Opponent
Requires: Target's cannot be a Size larger than the attacker, the two characters must be engaged in melee. Cannot be used on an Evade.
Effect: The character knocks, yanks, or twists the opponent's weapon from his hand. The opponent must make a Combat Style test opposed against the character's original roll. If the target of the disarm attempt loses, his weapon is flung a number of meters equal to the Damage Bonus of the disarmer. Each step that the disarming character's weapon is larger than the victim's weapon imposes a -10 penalty to the test. Conversely, each step that the disarming character's weapon is smaller than the victim's weapon grants a +10 bonus to the test.

Enhance Parry (Defender only)
Requires: Can only be used on a Parry.
Effect: On a Parry, the defender completely negates the attack regardless of the Size of his weapon.

Entangle (Attacker only)
Requires: Weapon with the Entangling quality.
Effect: Allows the character to immobilize the location struck. An entangled arm cannot use whatever it is holding, a snared leg prevents the target from moving, while an enmeshed head, check or abdomen imposes a -20 on all skill rolls that involve movement. On his following turn the attacker can spend an action point to make an automatic Trip Opponent attempt using the rules for that Special Effect (opposed against his original attack test). An entangled victim can attempt to free himself on his turn by either attempting an opposed Strength test against the entangler, or by achieving a special effect and choosing Damage Weapon, Disarm Opponent, or Slip Free.

Flurry (Attacker only)
Requires: Attacker is making an unarmed attack.
Effect: Attacker can make an immediate follow up unarmed attack using a different limb or body part, without needed to wait for his next turn. This attack still costs an action point, but potentially allows for several attacks in sequence before the defender can respond offensively.

Force Failure
Requires: Opponent critically failed their attack/defense test.
Effect: This character may combine Force Failure with any other special effect which requires an opposed roll (assuming they achieved more than one special effect in the first place). Causes the opponent to fail that roll by default: meaning he is automatically disarmed, tripped, etc.

Grip (Attacker only)
Requires: Defender must be within the attacker's unarmed Reach (typically Touch).
Effect: The character uses an empty hand to grab the defender, preventing them from being able to change range or disengage from combat. The opponent may make either an opposed Strength or a Combat Style (if it includes unarmed combat) test against the attacker. If the gripped victim wins, they break free.

Impale (Attacker only)
Requires: Weapon with the Impaling quality.
Effect: The attacker rolls weapon damage twice, choosing the higher result. If the hit location is the head, the weapon deals the maximum possible damage (assume max rolls on all damage dice), and if it deals at least a crippling wound then it outright kills the target unless the GM rules otherwise.

If the attack causes at least a major wound then the attacker has the option of leaving the weapon in the wound, or yanking it free on their next turn. Use common sense when deciding what can be impaled where.

Leaving the weapon in the wound inflicts a -10 penalty on the victim's future skill tests, plus an additional -10 penalty for each weapon Size category above Medium.

Yanking the weapon free requires the attacker to make a Strength test (which can be opposed, if the opponent wants to resist). Success pulls the weapon free and causes further harm: roll damage for the weapon, halve the result (round down) and deal that much damage to the hit location that the weapon was lodged in. The attacker does not add his Damage Bonus to this damage roll, but the damage is not mitigated by armor.

Any wounds caused by the weapon when it is impaled in the character cannot be healed unless the weapon is removed.

Characters who impale with their natural weapons (such as animals with tusks) automatically pass the test to yank their weapon free.

Kill Silently (Attacker only)
Requires: Surprised opponent. Can only be used on the first attack against an opponent.
Effect: The attacker can neutralize the victim in complete silence by going for their throat. This prevents the victim from crying out or otherwise raising an alarm for an entire round. The attack is resolved against the character's head area and gains the benefit of the Bypass Armor special effect. If the attack inflicts a crippling wound (or higher), the victim automatically fails any Endurance rolls required by the shock effects of the wound.

Maximize Damage (Attacker only)
Effect: The character may substitute one of his damage dice on the attack for its maximum value. For example, a weapon that deals 2d10 damage would deal 1d10+10 instead.

Open Range (Defender only)
Effect: Permits the character to automatically change the engagement range between him and his opponent so that they end up at the range favored by the longer weapon.

Overextend Opponent (Defender only)
Requires: Can only be used on an Evade.
Effect: The character sidesteps or retreats at an inconvenient moment, causing the attacker to overreach himself. The opponent cannot attack during his next turn.

Penetrate Armor (Attacker only)
Requires: Weapon with the Impaling quality.
Effect: The attacker finds a weaker point in the defender's natural or worn armor. The attacker reduces the AR of the target's natural or worn armor by X for the purposes of calculating the damage inflicted by this attack. X is twenty if the weapon's size (impale size for ranged weapons) is Small, fifteen if it's Medium, ten if it's Large, or five if it's Huge or Enormous. Cannot be used to reduce armor gained through magic effects.

Pin Weapon
Requires: Cannot be used on an Evade.
Effect: The character can pin one of his opponent's weapons or shield using his body or positioning to hold it in place. On his turn, the opponent may attempt to wrestle or maneuver the pinned item free for one action point: they may make either an opposed Strength or a Combat Style (if it includes unarmed combat) test against the attacker. If the pinned victim wins, they break free.

Press Advantage (Attacker only)
Requires: Attack is using a melee weapon.
Effect: The attacker pressures his opponent so that his foe is forced to remain on the defensive and cannot attack on their next turn. This allows the attacker to potentially establish an unbroken sequence of attacks while the defender desperately tries to stave them off.

Rapid Reload (Attacker only)
Requires: Attack is using a ranged weapon.
Effect: The attacker reduces the reload time for the next shot by one. This effect can be stacked.

Redirect Target (Defender only)
Requires: New target must be within Reach of the attacker's weapon (if melee) or range and line of fire (if ranged). Can only be used on a Parry or Evade.
Effect: The defender may maneuver or redirect the blow such that it hits an adjacent bystander instead. The new victim is taken completely by surprise and has no chance to defend against the attack, which automatically hits. No special effects may be used by or against the new target.

Slip Free (Defender only)
Effect: The defender can escape being Entangled, Gripped, or Pinned.

Stand Fast (Defender only)
Requires: Cannot be used on an Evade.
Effect: The defender braces himself against the force of an attack, allowing them to avoid the Knockback effects of the attack.

Stun Location (Attacker only)
Requires: Melee weapon with the Concussive or Stunning quality. Target cannot be more than one Size larger than attacker.
Effect: The attacker uses a Concussive weapon to temporarily stun the body part struck. If the attack overcomes armor and deals damage to the target, the defender must make an Endurance test opposed against the original attack roll (with a bonus to the test equal to his AR on the hit location, rounded to the nearest multiple of ten). If the defender fails, then the hit location is crippled for one round. If the blow is to the body or head, he is simply stunned for 1 round instead.

Sunder (Attacker only)
Requires: Weapon with the Sundering quality.
Effect: The attacker may use the Choose Location special effect for free. If the attack overcomes the armor and deals damage to the target, the armor on that hit location loses X AR where X half is the amount of damage dealt to the target after mitigation (round down).

Take Weapon
Requires: Character has at least one free hand, and his opponent is wielding a melee weapon. Target's Strength bonus is less than double the character's Strength bonus. Cannot be used on an Evade.
Effect: Allows a character to yank or twist an opponent's weapon out of his hand. The opponent must make an opposed roll of his Combat Style (assuming it includes the use of unarmed combat) against the character's original Combat Style roll. If the target loses, his weapon is taken and from that moment on, may be used by the character instead.

Trip Opponent
Effect: The character attempts to overbalance or throw his opponent to the ground. The opponent must make an opposed roll of Strength, Evade, or Acrobatics against the character's original roll. If the target fails, he falls prone. Opponents with the Quadruped trait may substitute their Athletics skill for Evade and gain a +20 bonus to the test. Characters cannot trip characters more than one size larger than they are.

Withdraw (Defender only)
Requires: Can only be used on a Parry or Evade.
Effect: The defender can automatically withdraw out of reach, breaking out of the melee combat engagement with that particular opponent. This cannot incur an attack of opportunity from that opponent.

Conditions

Conditions are things that externally affect the character and their capabilities instead of features of the character's nature.

Blinded

The character loses all vision and suffer the following penalties:

- Cannot see anything.
- Suffers a -60 to combat tests.
- Automatically fail any tests that rely solely on sight.

Blood Loss (X)

The character begins to bleed substantially. The severity is determined by a number X.

- **Start of Turn:** Every minute, a character affected by blood loss suffers X trauma and gains a level of fatigue. Reduce X by 1. If X is ever 0, the character loses the blood loss condition.
- **Passing Out:** If a character becomes unconscious while suffering from blood loss, he no longer reduces X by one every minute. He still suffers trauma but no longer gains fatigue.
- **Stacking Blood Loss:** If a second instance of blood loss is inflicted on a character, the two X values are added together into a new blood loss X value.
- **Removing Blood Loss:** A character suffering from blood loss, or a nearby character, can spend an action point to perform a First Aid skill test, with a +20 bonus to reduce the blood loss. On success, reduce the X value by the degrees of success scored.

Burning (X)

The target is engulfed in flames, with the intensity of the fire determined by a number X.

- **Start of Turn:** At the start of each round, a burning character suffers a single hit of X fire damage to an appropriate hit location (based on the circumstances) to determine the location. This damage ignores all armor. He then doubles X.
- **Stacking Burning:** If a second instance of burning is inflicted on a character, simply combine the two X values into a new burning X value.
- **Taking Action:** A burning character must pass a Willpower test with a -20 penalty at the beginning of a round in order to attempt any action other than putting out the fire during that round.
- **Putting It Out:** A burning character or a nearby ally can attempt to extinguish the flames on their turn by spending an action point and making an Agility test with a +20 bonus, and a -10 penalty for every 5 points of the X value. The burning character becomes Prone and, if the test succeeds, loses the burning condition.

Chameleon (X)

A character with this condition is harder to see for whatever reason. Sight based tests to detect this character are made with a -10 penalty for each point of the X value.

Crippled Body Part

A piece of the character's body has been rendered temporarily useless. Multiple instances of this condition can affect a character at once as long as each affects a different hit location and/or the body parts associated with that hit location. Any body part that has been crippled suffers all the same penalties as if it had been lost, using lost eye if the head location has been crippled, and the organ damage condition if the body location has been crippled.

Damaged Characteristic (X)

One of the character's characteristics is reduced due to some effect. The severity is determined by a number X.

- **Characteristics:** Each instance of this condition affects a different characteristic. The specified characteristic score is reduced by X. This cannot reduce the characteristic below 0.
- **Stacking Damaged Characteristic:** A character can only be suffering from one instance of the condition per individual characteristic. If a second instance is inflicted on a characteristic already suffering from this condition, simply add the two X values together to get a new X value for that specific characteristic.
- **Zero Characteristics:** damaged characteristic can reduce characteristics to zero. If this ever happens, all tests using that characteristic automatically fail regardless of their modifiers.
- **Attributes:** If this would change a characteristic/bonus that determines one of the character's attributes. Modify that attribute to reflect the changes.

Dazed

The character gains one less action point at the beginning of each round, to a minimum of one.

Deafened

The character loses the ability to hear. deafened characters cannot hear anything and automatically fail any tests that rely on hearing.

Fortified Characteristic (X)

One of the character's characteristics is enhanced due to some effect. The severity is determined by a number X.

- **Characteristics:** Each instance of this condition affects a different characteristic. The specified characteristic score is increased by X. This cannot increase the characteristic above 100.
- **Stacking Fortified Characteristic:** A character can only be benefiting from one instance of the condition per individual characteristic. If a second instance is applied on a characteristic that is already benefiting from Fortify Characteristic, simply add the two X values together to get a new X value for that specific characteristic.
- **Attributes:** If this would change a characteristic/bonus that determines one of the character's attributes. Modify that attribute to reflect the changes.

Frenzied

The character is flung into an uncontrollable rage. Frenzied characters gain the following rules:

- Must attempt to engage the nearest enemy in melee combat each turn if able. May only make All Out Attacks when attacking.
- If not engaged with the nearest enemy, must move towards that enemy and engage if possible.
- May not withdraw from combat if engaged.
- Increase Strength, Endurance, and Willpower by 10.
- Decrease Personality, Intelligence, and Perception by 10.
- Immune to fear.
- Ignore the effects of their levels of fatigue, though still gains them as normal.
- Immune to the effects of the stunned condition.
- Suffer a -20 penalty to all defense tests.

Once the encounter has ended, the character must make a Willpower test each round to snap out of his frenzied state. A passed test removes the condition. The character can also make this test as an action during combat to attempt to snap out of frenzy. When frenzy ends, the character gains an additional level of fatigue.

Immobilized

The character is unable to move. Immobilized characters cannot move. They may still attack and take other actions, however.

Invisible

Invisible characters cannot be seen. Characters fail all sight related tests related to spotting the character, and they may only attack him as if they were blinded towards him (meaning they take penalties for blind fighting), assuming they can guess where he might be in the first place.

Lost Body Part

The character loses a part of his body. A character can have multiple instances of this condition at once, each affecting a different body part. If an attack would hit a body part that has been entirely lost, the attack hits the body location instead. This condition applies additional penalties that vary based on the body part. In the case of the head, there is a choice between an ear or an eye (GM's decision).

Lost Ear

The character has had his ear removed or destroyed, and his hearing damaged. He suffers the following penalties:

- All tests that rely on hearing are made with a -20 penalty.
- If both ears are lost, the character gains the deafened condition permanently.

Lost Eye

The character has had his eye removed or destroyed and suffers the following penalties:

- All tests that rely on sight are made with a -20 penalty.
- If both eyes are lost, the character gains the blinded condition permanently.

Lost Foot/Leg

The character has had his leg severed somewhere between the ankle and the hip, and suffers the following penalties.

- Gain the slowed condition permanently.
- All tests that rely on the use of two legs are made with a -20 penalty.
- If both legs are lost, gain the Immobilized condition permanently, and automatically fail any tests that rely on the use of legs.

Lost Hand/Arm

The character has had his arm severed somewhere between the wrist and the shoulder, and suffers the following penalties:

- Can no longer use two-handed weapons, shields (if the whole arm is missing), or one handed weapons in that arm.
- All tests that rely on the use of two hands are made with a -20 penalty.
- If both hands are lost, the character cannot wield weapons and automatically fails all tests that rely on the use of hands.

Organ Damage (Lost Body Part: Body)

The character has had an internal organs damaged. Characters with this condition take twice as long to remove trauma by resting, and double the recovery period for levels of fatigue.

Muffled (X)

A character with this condition is harder to hear. Hearing based tests to detect this character are made with a -10 penalty for each point of the X value.

Paralyzed

The character is frozen, unable to move any part of their body. They may take no actions except for Cast Magic (and they make all casting tests with the penalty for being unable to enact the somatic components of the spell, unless they have talents that would negate them).

Silenced

Magically silenced characters believe they are making sound, but in reality their words never pass their lips. As long as the character is not aware of this, any magic they attempt to cast automatically fails as long as the character is utilizing a verbal component in their casting. Treat them as failing with 1 degree of failure. Each round a character is silenced they can roll a Perception test to see if they realize what is happening to them.

Slowed

The character's movement speed is reduced. A slowed character's Movement Rating is halved (round down).

Soul Bound

A character with this trait has been bound to a particular soul gem. If they are killed while they have this condition, their soul is trapped within that gem. The soul gem becomes filled, and the soul energy of the soul within the gem is set to the soul energy of the character's soul (or half this value, if the character has the Summoned trait).

A soul may not be trapped within a soul gem whose maximum soul energy is less than the soul energy of that soul. Additionally, a black soul (the souls of the various peoples of Tamriel, as opposed to those of Daedra or animals) can only be trapped within a black soul gem.

Stunned

The character is overcome by trauma and is unable to act. The character immediately loses all remaining action points upon becoming stunned. Stunned characters do not regain action points at the start of each round.

Unconscious

The character is knocked out and loses consciousness: they fall prone if the circumstances allow it, and they gained the stunned condition for as long as they're unconscious.