

STATUSES

This section lists all status effects that can be inflicted from **Moves** or **Tags**. This can be used to help determine what kind of abilities or special powers a Monster has, or to figure out the most logical outcome of a unique situation or attack.

Severe: If something becomes “severe [x status effect]” it means the status effect cannot be removed by normal means on the first turn, and -1 to any rolls attempting to remove it.

APHASIA: The creature inflicted with Aphasia has trouble communicating and suffers -1 from **Influence Tasks**. This is a type of Disease.

ATROPHY: The creature inflicted with Atrophy experiences weakness of the muscles and suffers -1 from **Strength Tasks**. This is a type of Disease.

BLEEDING: When a creature has a Bleeding token, they will take a d4 DoT Harm on their next turn. The effect will only last for that next turn. This cannot be prevented once it is applied. If a creature acquires multiple tokens of Bleeding, only one token will deal **Harm** and be lost per turn.

BLIND: When a creature is blind they will perform a Wits task to remove the effect at the start of their turn. 11+ Removes the effect instantly, 8 - 10 will -4 from any Tasks that require Sight and -2 Evasion until the start of their next turn, On a Miss -4 from any Tasks that require Sight and -2 Evasion.

BURNING: When a creature has a Burning token, they will perform an Agility Task to remove it at the start of their turn. 11+ Removes the effect instantly. 8 - 10 results in d6 DoT Harm, but removes the effect. On a Miss take d6 DoT Harm. They may spend a **Quick Action** to attempt to remove it; the Harm is only incurred once a turn.

DISORIENTED: The creature inflicted with Disoriented has trouble gathering their thoughts and suffers -1 from **Wits Tasks**. This is a type of Disease.

FEARED: When a creature is feared they will perform a Wits task to remove the effect at the start of their turn. 11+ Removes the effect instantly, 8 - 10 will prevent any Attacks or Moves with Harm, On a Miss prevent any Attacks or Moves with Harm. They may spend a Quick Action to attempt to remove it; these effects do not stack with themselves.

FORGETFUL: The creature inflicted with Forgetful will struggle to remember how to perform Magic rituals and suffer -1 Arcane. This is a type of Disease.

HAMSTRUNG: A **Hamstrung** Creature is injured in such a way that it struggles to move; it must use or be targeted by a Healing Item or Move to remove this **Status Effect** (though if it removes **Hamstrung** it will not receive any Healing). It suffers -1 to all Tasks, and its movement speed is reduced by half additionally, any **Quick**

Actions performed to recover from **Status Effects** (**Restrained**, **Knocked Prone**, etc) become **Main Actions** and suffer -1 Forward to their rolls.

IMMUNITY: When a creature has **Immunity** to an Attack Type or **Status Effect**, it cannot be Harmed by that Attack Type or afflicted with that **Status Effect**.

IN POSITION: When you succeed a Position Task, this moves you to a favorable position within range for your Weapon of a target where you can attack with +1 Forward, and if they Attack Back they get -1 Forward. If attacking a Massive Monster you must be In Position to even attack them. You cannot move in Position if you are targeted.

MOUNTED: A person inflicts this on a creature when attempting to Restrain a target of one size larger than them. Perform a Traverse Task to climb on. Any time the target moves fast or wildly, perform another Traverse Task to stay on. The rider can now attack with any one-handed Weapon. If the rider fails the Traverse Task they fall off and are Prone, the target can also use a Reaction to throw the rider when they fail, in a direction of their choosing, dealing d6 - d12 Environment Harm. Additional Harm can apply if thrown into objects or long falls.

MUTED: When a creature is muted they will perform an Influence Task to remove the effect at the start of their turn. 11+ Removes the effect instantly, 8 - 10 prevents Communicating, Influence, & Arcane Tasks until the end of their turn, On a Miss prevents Communicating, Influence, & Arcane Tasks.

OUT OF POSITION: When you succeed in a Position Task, this moves you to a place where you cannot attack a target and they cannot attack you. You cannot use Reactions against the target you are Out of Position for. Moving Out of Position theoretically only works against 1 target but if multiple are close together it can work for all of them. Discuss with the GM the logistics of the area and how safe you will or want to be.

PLAGUED: When a creature has a plague token, they will perform a Strength Task to remove it at the start of their turn. 11+ Removes the effect instantly. 8 - 10 takes d4 DoT Harm with -1 Ongoing & Evasion but removes the effect. On a Miss take d4 DoT Harm with -1 Ongoing & Evasion. They may spend a **Quick Action** to attempt to remove it; the Harm and effects don't stack.

PRONED: When a creature is Prone it takes a Quick Action to get up, while Prone they can only crawl as a Movement and cannot use Position or Guard Tasks, and others will get +1 Forward against them.

RESISTANCE: When a creature has a Resistance to an Attack Type (Physical, Magical, Elemental, etc), then *after* Defenses (Armor, Harm Reduction, etc) cut any Harm remaining in half. If Resistant to a **Status Effect** then turn **Severe** Statuses into regular ones, and entirely ignore the regular form of the status.

RESTRAINED: A creature may perform a Strength Task on another creature to take hold of it. This will prevent it from performing any Actions until it successfully passes a Strength or Agility Task as a Quick Action. While restraining someone, the creature can drag the target a small distance depending on its size. The grappler can also perform a Basic Attack for a Quick Action if their equipped Weapon has the "intimate" Tag.

SHOCKED: When a creature is shocked it will perform an Agility Task to remove the effect at the start of its turn. 11+ Removes the effect instantly. 8 - 10 removes their Main Action with a -1 Ongoing until the end of their turn. On a Miss removes their Main Action with -1 Ongoing. They may spend a Quick Action to attempt to remove it; these effects do not stack with themselves.

SLOWED: When a creature is Slowed it will perform a Strength Task to remove the effect at the start of their turn. 11+ Removes the effect instantly. 8 - 10 prevents Traverse & Agility Tasks along with Reactions but removes the effect at the end of their turn, On a Miss prevents Traverse & Agility Tasks along with Reactions. They may spend a **Quick Action** to attempt to remove it; these effects do not stack with themselves.

SLUGGISH: The creature inflicted with Sluggish becomes lethargic and suffers -1 from **Agility Tasks**. This is a type of Disease.

STAGGERED: When a creature is staggered they cannot use Reactions, it takes a Free Action to reorient, while Staggered they cannot use Position or Guard Tasks, and others will get +1 Forward against them.

TARGETED: This is when an entity is facing a target directly. When a creature is targeting someone they will attempt to attack them next turn, and the target cannot move In Position against them. Playbook Moves that automatically

move a Hunter In Position can circumvent this rule.

WAILING: When a creature has a Wailing token, they will perform an Arcane Task to remove it at the start of their turn. 11+ removes the effect instantly, 8 - 10 deals 1d6 DoT Harm and remove the effect at the end of their turn. On a miss take 1d6 DoT Harm. For as long as this effect is

applied, the target is also **Muted**. Any Hunter may spend a **Quick Action** to try to remove this status from an afflicted Hunter.

WEAKNESS: When a creature has a Weakness to an Attack Type (Physical, Magical, Elemental, etc), then +1 Die to any Harm rolls in the corresponding Attack Type. This can include DoT.

