

CHAPTER 12: APPENDICES

NEGATIVE STATUS EFFECTS

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Blinded	Target Attacks with Weakness, and in order to use Powers on Allies must Succeed an Attack attempt against the Target Ally with Weakness. Attacks made on Blinded Targets are made with Dominance.
Burning	Target is on fire and takes Damage Over Time (DOT) at the beginning of their turn, with the duration and damage being defined in the Power or effect that caused it.
Dazed	Targets has their Action Point total reduced by 2.
Diseased	Targets infected with a Disease make all Attacks and Checks with Weakness. This effect lasts until cured or removed by Advanced Treatment .
Disrupted	Target can only use Base Powers.
Downed	Target is <i>Knocked Down</i> , cannot stand up, and can only perform Downed Actions .
Drained	Target makes all Stat Checks with Weakness.
Fatigued	Target makes all Stat Checks with Weakness. Attacks made against the Target are made with Dominance.
Frozen	Target has their Action Point total reduced by 3, their Movement is reduced to 0, and they cannot use Reactions. Receiving any damage removes this effect.
Immobilized	Target's Movement is reduced to 0, and they automatically fail Agility Checks. Attacks made against <i>Immobilized</i> Targets are made with Dominance. Target makes Attacks with Weakness. At the end of their turn an <i>Immobilized</i> Target can attempt the Check again, with a Difficulty equal to the effect that caused the Status Effect, to attempt to remove it.
Incapacitated	A result of not getting enough Rest after 144 hours, the Target is unable to use any Actions, speak, or Move until they get a full 8 hours of Rest to remove the Fatigue, and Incapacitated Status Effects.
Knocked Down	Attacks made against a Knocked Down Target are made with Dominance. The Target can use a Movement Action and use 3 Units of Movement to stand up and remove this Status Effect. Targets cannot Move while Knocked Down.
Petrified	Target cannot perform any Actions. Target takes 50% reduced damage, even if it is Penetrating.
Poisoned	Target takes Penetrating damage at the start of its turn, with the duration and damage being defined in the power or effect that caused it.
Slowed	Target has their Base Movement halved and makes Agility Checks with Weakness.
Stunned	Target has their Action Point total reduced by 3, Movement halved, and Defense, Attack attempts, and Stat Check attempts are reduced by 2.

Taunted	Target must use 1 Movement Action and spend all of its Movement to move towards the Target that Taunted it unless they are already within Melee Range, and attempt to Attack it once if possible. If at least one Attack was attempted against the Target of the Taunt, the remainder of the Taunted Target's turn and Action Points are free to be used as the Target wishes. If the Target of the Taunt is defeated, this Status Effect wears off.
Terrified	Target must use 1 Movement Action and spend at least half of its Movement to move away from the Target that Terrified it, and cannot willingly move towards the Target that Terrified it. It also makes Attacks against the Target that Terrified it with Weakness.
Wounded	Target takes Penetrating damage at the start of its turn with the damage and duration being described in the Power or effect that caused it. This Status Effect can stack, adding the damage of each stack together, each new stack sets the duration of the Wounded Status Effect to the most recently applied stack's duration.

POSITIVE STATUS EFFECTS

Hidden	The Target is blending into the environment or is hidden behind objects in some way. While hidden a Target cannot be seen naturally and their Enemies must attempt a Sense Skill Check to attempt to find them if they are in line of sight. When doing so the Sense Skill Check value must beat the hidden Target's Sneak Skill Check value. While Hidden a Target must Move at half Movement to maintain the Status Effect without making additional Sneak Skill Checks.
Invisible	Target cannot be seen with Normal Vision and cannot be Targeted, besides with the use of special vision, by Targets that are more than 2 Units away. Invisible Targets make Attacks against Targets who cannot see them with Dominance, but Attacking, using an item, or using a Power removes the Invisibility Status Effect. Targets within 2 Units of Range can see Invisible Targets, but make Attacks against them with 2 stacks of Weakness. Invisible Targets also have +5 on Sneak Skill Checks.