|  |  |
| --- | --- |
| **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. |
| Confused | A confused character rolls each round to determine his action   |  |  | | --- | --- | | Roll | Action | | 1-3 | Attack nearest target | | 4-6 | Attack nearest friend | | 7-9 | Attack nearest enemy | | 10-12 | Stumble around confused | |
| Crippled(x) | A crippled character takes -x to his movement, defense, initiative and any skills that require AGI, SPD, 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. This also happens when someone acting against the cursed character rolls a 12. (Or should we up this to POWER damage)? |
| 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, WIL 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. |
| Taunted | Taunted opponents have to attack the character that taunted them, or else take a -2 penalty to-hit and damage. If a taunted opponent cannot reach their taunter with a charge move, or would have to disengage, or otherwise take damage to attack the taunter, they can make a WIT save vs. the taunter’s WIT or CHA to remove the status. |
| Weakened(x) | You lose 1 STR die step and take a -4 to all STR 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. |