

# Misc. Mechanics Reference

## Common Status Effects

### [bleed]

At the beginning of the round, take damage equal to the amount of [bleed] you have. [bleed] does not go away on its own and must be removed.

### [curse]

For every point of [curse] a character has, they suffer -1 to all rolls. 1 [curse] is removed at the beginning of every round. Points of [curse] are often inflicted so that the attacker might use up the [curse] points on a defender in order to cast a specific and sometimes longer lasting curse.

### [frail]

Frail causes you to take double damage from poison and bleeding and lowers max CON by 2 until [frail] is removed.

### [heal]

At the beginning of the round, increase your HP by the amount of [heal] you have, then remove 1 [heal].

### [poison]

At the beginning of the round, take damage equal to the amount of [poison] you have, then remove 1 [poison].

### [vulnerable]

If attacked while [vulnerable], the enemy gets to roll an extra d6 to hit and rolls double their damage dice. Many skills and situations inflict the [vulnerable] status, for example: being distracted, blinded, grappled, or unaware.