

Misc. Mechanics Reference

Table of contents

Common Status Effects	1
[bleed]	1
[curse]	1
[frail]	1
[heal]	1
[potion]	1
[vulnerable]	2

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.