

STATUS	MARKER	EFFECT DE: CURE / END
BLEED	Red Drop	Take 1d4 D. Medicine Check (DC 12) or Magical Healing.
BLINDED	Eye Slash	All Attacks   End of Duration or "Cure Ailment."
DEAFENED	Crossed Ea	Automatic   End of Duration.
EXHAUSTED	Sweat Drop	-2 Penalty to Long Rest (-1 Stack).
GRAPPLED	Chain Link	Speed = 0.   Escape Action (Athletics/Acrobatics) vs Opponent.
PRONE	Down Arrow	Lying on ground   Spend Half Movement to stand up.
POISONED	Green Skull	Take Disadv Constitution Save (End of Turn) or Antidote.
RESTRAINED	Rope	Speed = 0.   Strength Save or Cutting the bonds.
SICKENED	Nauseated	Cannot take Constitution Save (End of Turn).
STUNNED	Stars	Incapacitated   End of Duration (usually 1 round).
WEAKENED	Broken Sword	Your Melee Rest or "Restoration" spell.
CHARMED	Heart	You regard   Taking Damage from the Charmer breaks it.
CONFUSED	? mark	Roll d10 starting Willpower Save (End of Turn).
DOOMED	Skull	You cannot "Remove Curse" or defeating the source.
FEAR	Ghost	You cannot Willpower Save (End of Turn).
FEEBLE	Broken Bull	Logic & Knowledge "Greater Restoration" only.
SHAKEN	Tremble	-2 Penalty to Rally Action (Charm) or Leader's Inspire.
SILENCED	Muted	Cannot speak   Leaving the Zone of Silence.
TAUNTED	Bullseye	You must attempt Logic Save or hitting the Taunter.
BURNING	Flame	Take 1d6 Fire Action: "Stop, Drop, & Roll" (Dex Check).
CORRODED	Acid Drop	Your Armor   Blacksmith Repair or Mending spell.
FROZEN	Ice Cube	Restrained. Taking 5+ Fire Damage melts the ice.
PETRIFIED	Grey Stone	Turned to Stone   "Stone to Flesh" or High-Tier Alchemy.
SHOCKED	Lightning	No Reaction   End of Turn.
SOAKED	Water Drop	Vulnerable   Drying off (1 min) or Fire damage.
VOID-TOUCH	Black Spiral	Whenever   Long Rest in a Sanctuary/Safe Zone.
BLESSED	Halo	Add +1d4 to Priest Spells / Shrines.
COVER (Half Shield)	1/2	2 Bonus to   Low walls, furniture, other creatures.
COVER (3/4 Shield)	3/4	5 Bonus to   Arrow slits, heavy trees.
HASTE	Winged Boots	Speed Double   Logic/Time Magic.
INVISIBLE	Empty Eye	Cannot be seen   Attacking or Casting a Spell breaks it.
REGEN	Green Cross	Regain X Hit Points   Vitality Talents / Potions.
WARDED	Blue Shield	You have Temporary   Magic Shields / Tech Fields.