

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 Ears	Automatic End of Duration.
EXHAUSTED	Sweat Drop	-2 Penalty 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 Skul	Take Disadvantage 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 stat 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 Bell	Logic & Knowledge "Greater Restoration" only.
SHAKEN	Tremble	-2 Penalty Rally Action (Charm) or Leader's Inspire.
SILENCED	Muted	Cannot speak Leaving the Zone of Silence.
TAUNTED	Bullseye	You must attack 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 Spira	Whenever you 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 Doubling Logic/Time Magic.
INVISIBLE	Empty Eye	Cannot be seen Attacking or Casting a Spell breaks it.
REGEN	Green Cross	Regain X HP Vitality Talents / Potions.
WARDEN	Blue Shield	You have Tech Magic Shields / Tech Fields.