***General Afflictions***

These affect a creature holistically

Bleed:  
Deals damage every round as a percentage of original damage  
  
Burn:  
Deals a medium amount of fire damage per turn for 3 turns  
(damage should be based on c.level)   
Poison:  
Deals a small amount damage per turn for 8 turns  
(damage should be based on c.level)

Chill:  
Reduces initiative by 50%

Blind:  
Reduces accuracy by 15% and dodge by 8%  
  
Curse:  
Reduces all damage dealt by 20%  
  
Neutralize:  
Cannot land critical hits  
  
Overcharge:  
Deals damage whenever affected creature uses a skill or spell  
(damage should be based on c.level)

Restrained:  
Cannot dodge  
  
Clumsy:  
Cannot use skills  
  
Silenced:  
Cannot cast spells

***Limb conditions:***

These affect a specific limb

Wounded:

Has a chance to happen whenever a body part reaches <=50% HP. Body part loses endurance passively as time passes  
  
Infected:  
Has a chance to happen whenever a WOUNDED body part takes damage. Body part loses endurance faster  
  
Necrotic:  
Has a chance to happen whenever an INFECTED body part takes damage. Body part loses endurance and max endurance

*Yes, due to parts losing endurance over time, a wounded part could become infected, etc.*

Paralyzed:  
A paralyzed limb is considered non-existent for the duration of the effect. Paralyzed torso or heads impose a -5% dodge  
  
Destroyed:  
A destroyed limb is gone and unusable. A destroyed torso or head leads to death.  
One destroyed arm: -10% accuracy, -25% damage, can’t wield an offhand  
Both destroyed arms: Can only use unarmed attacks and cast spells.  
One destroyed leg: -15% dodge, -50% initiative  
Both destroyed legs: Can’t dodge, -70% initiative

***Other:***

Disarm:  
Affected weapon cannot be used for remainder of combat  
  
Seal:  
Affected skill or spell cannot be used for the remainder of combat