CONDITIONS

There are several standard conditions that influence what characters are capable of. Most of these conditions are the result of some sort of injury or magical enchantment. The means by which the condition was imposed generally dictate the condition’s duration. More than one of the same conditions cannot be imposed on the same character at the same time.

BLINDED

Blinded characters cannot see their surroundings clearly. A blinded character that attempts to sprint must attempt a DL 10 athletics check to avoid stumbling and falling prone. All creatures are considered hidden to blinded characters. Blinded characters can attempt to target based on non-visual cues but they suffer major disadvantage on any such rolls.

CONCEALMENT

Characters with concealment are difficult to see, generally because of darkness or some obstruction. A character with concealment imposes minor disadvantage on any attack that targets their ranged defense. Characters with concealment can also attempt a stealth roll to become hidden.

HIDDEN

When you roll the stealth skill or use powers to hide yourself can gain the hidden status effect. Depending on what powers you use or how well you hide, it is possible for a character to be hidden from some observers and not others. Using the stealth skill usually requires that you have concealment when you attempt to become hidden. While you are hidden your location kept secret from whatever you are hiding from and you gain advantage on rolls that target creatures that haven’t detected you. Targeting or attacking a creature generally reveals your location and ends the hidden condition. [See Stealth pg XX.]

INVISIBLE

When you are invisible you gain the hidden condition. No one can see you so you do not need concealment to maintain your hidden status. Since you are hidden you gain a minor advantage against targets that can’t see you. Because you can’t be seen, you also impose major disadvantage on rolls that target you.

COVER

Characters that have solid obstructions between themselves and their attackers are granted cover. Most but not all cover also grants concealment. Cover comes in two types: light and heavy. Light cover, such as drywall, car doors, or human bodies provides armor 2. Heavy cover such as brick walls or reinforced metal doors provides armor 4.

ETHEREAL

Your body is completely incorporeal when you become Ethereal. While your appearance becomes somewhat translucent you are still visible to the naked eye. While Ethereal you are able to travel through solid objects but cannot physically interact without Aspect powers. You are also Resistant to Physical damage but are still harmed normally from Innate and Environmental damage.

PRONE

Prone characters cannot take a normal move action. They can still crawl one space as a simple action. Prone characters grant a minor advantage to close combat rolls that target them but also impose minor disadvantage to ranged combat rolls against them.

RESTRAINED

You are restrained when your movements become impeded. All of your movement speeds are halved (round up) and you suffer minor disadvantage on any rolls associated Might or Agility.

STAGGERED

When you are staggered you have difficulty focusing and begin your turn with only a single complex action. While you are staggered you cannot take the sprint action and you grant minor advantage to any rolls against you.

STUNNED

Being stunned is similar to be Staggered but worse. You begin your turn with only a single simple action. While you are stunned you cannot take the sprint action or any reactions. You grant minor advantage to any roll against you.

FATIGUED

Characters that are fatigued are sapped of all physical strength and vigor. When you are fatigued you suffer a minor advantage to any rolls associated with Might or Agility and those rolls generate only half impact when successful.

CONFUSED

When you are confused you have a hard time concentrating. You suffer a minor advantage on any rolls associated with Wits, Intuition, or Presence and those rolls generate only half impact when successful.