

# Conditions (alphabetically)

DEAFENED	The character cannot hear and automatically fails ability tests reliant on hearing, such as <b>Perception (Hearing)</b> .
DYING	The character is in danger of perishing. A <b>Dying</b> character loses <b>1 point</b> of <b>Constitution</b> score each round on the start of the character's turn. When the character's <b>Constitution</b> score reaches <b>-3</b> , <u>the character dies</u> . Successful first aid applied to a <b>Dying</b> character stabilizes their condition, making them <b>Helpless</b> , <b>Unconscious</b> , and <b>Wounded</b> instead. They must recover from these conditions normally.
EXHAUSTED	The character is severely fatigued. The character's <b>Speed</b> is halved and they cannot take the <b>Charge</b> or <b>Run</b> actions. An <b>Exhausted</b> character who receives an additional <b>Fatigued</b> or <b>Exhausted</b> condition becomes <b>Helpless</b> .
FATIGUED	The character is tired and cannot take the <b>Charge</b> or <b>Run</b> actions. A <b>Fatigued</b> character who receives an additional <b>Fatigued</b> condition becomes <b>Exhausted</b> .
FREE FALLING	The character is effectively weightless in a microgravity or free-fall environment. The character can only move with access to hand-holds, a surface to push off from, or some type of thrust (like from a thruster pack) and, once moving, continues to move with the same speed and trajectory unless acted upon to stop or change their movement.
HELPLESS	The character is incapable of doing anything. The character cannot take actions.
HINDERED	The character's <b>Speed</b> is halved (round down) and they cannot take the <b>Charge</b> or <b>Run</b> actions.
INJURED	The character is hurt. The character has a <b>-1 penalty</b> to <b>all tests</b> and is <b>Fatigued</b> , unable to take the <b>Charge</b> or <b>Run</b> actions. An <b>Injured</b> character who receives an additional <b>Injured</b> condition becomes <b>Wounded</b> .
PRONE	The character is lying on the ground. The character cannot take the <b>Charge</b> or <b>Run</b> actions, as they can only move by crawling, and standing up from prone requires a <b>Move</b> action using <b>half</b> the character's <b>Speed</b> . <b>Melee attacks</b> have a <b>+1 bonus</b> against <b>Prone</b> characters, while <b>Ranged attacks</b> have a <b>-1 penalty</b> .
RESTRAINED	The character's <b>Speed</b> becomes <b>0</b> and they effectively cannot move. A <b>Restrained</b> condition may prevent a character from taking certain other actions as well, defined by the nature of the restraint.
UNCONSCIOUS	The character is unaware of their surroundings or the passage of time. The character falls <b>Prone</b> and is <b>Helpless</b> , unable to take any actions.
WOUNDED	The character is severely injured. The character has a <b>-2 penalty</b> to <b>all tests</b> and is <b>Exhausted</b> , their <b>Speed</b> halved and unable to take the <b>Charge</b> or <b>Run</b> actions. A <b>Wounded</b> character who receives an additional <b>Injured</b> or <b>Wounded</b> condition becomes <b>Dying</b> .

# Conditions (grouped by severity)

PRONE	The character is lying on the ground. The character cannot take the <b>Charge</b> or <b>Run</b> actions, as they can only move by crawling, and standing up from prone requires a <b>Move</b> action using <b>half</b> the character's <b>Speed</b> . <b>Melee attacks</b> have a <b>+1 bonus</b> against <b>Prone</b> characters, while <b>Ranged attacks</b> have a <b>-1 penalty</b> .
FREE FALLING	The character is effectively weightless in a microgravity or free-fall environment. The character can only move with access to hand-holds, a surface to push off from, or some type of thrust (like from a thruster pack) and, once moving, continues to move with the same speed and trajectory unless acted upon to stop or change their movement.
DEAFENED	The character cannot hear and automatically fails ability tests reliant on hearing, such as <b>Perception (Hearing)</b> .
HINDERED	The character's <b>Speed</b> is halved (round down) and they cannot take the <b>Charge</b> or <b>Run</b> actions.
RESTRAINED	The character's <b>Speed</b> becomes <b>0</b> and they effectively cannot move. A <b>Restrained</b> condition may prevent a character from taking certain other actions as well, defined by the nature of the restraint.
FATIGUED	The character is tired and cannot take the <b>Charge</b> or <b>Run</b> actions. A <b>Fatigued</b> character who receives an additional <b>Fatigued</b> condition becomes <b>Exhausted</b> .
EXHAUSTED	The character is severely fatigued. The character's <b>Speed</b> is halved and they cannot take the <b>Charge</b> or <b>Run</b> actions. An <b>Exhausted</b> character who receives an additional <b>Fatigued</b> or <b>Exhausted</b> condition becomes <b>Helpless</b> .
INJURED	The character is hurt. The character has a <b>-1 penalty</b> to <b>all tests</b> and is <b>Fatigued</b> , unable to take the <b>Charge</b> or <b>Run</b> actions. An <b>Injured</b> character who receives an additional <b>Injured</b> condition becomes <b>Wounded</b> .
WOUNDED	The character is severely injured. The character has a <b>-2 penalty</b> to <b>all tests</b> and is <b>Exhausted</b> , their <b>Speed</b> halved and unable to take the <b>Charge</b> or <b>Run</b> actions. A <b>Wounded</b> character who receives an additional <b>Injured</b> or <b>Wounded</b> condition becomes <b>Dying</b> .
HELPLESS	The character is incapable of doing anything. The character cannot take actions.
UNCONSCIOUS	The character is unaware of their surroundings or the passage of time. The character falls <b>Prone</b> and is <b>Helpless</b> , unable to take any actions.
DYING	The character is in danger of perishing. A <b>Dying</b> character loses <b>1 point</b> of <b>Constitution</b> score each round on the start of the character's turn. When the character's <b>Constitution</b> score reaches <b>-3</b> , <u>the character dies</u> . Successful first aid applied to a <b>Dying</b> character stabilizes their condition, making them <b>Helpless</b> , <b>Unconscious</b> , and <b>Wounded</b> instead. They must recover from these conditions normally.