Rolling

Roll	Result	Description
<4	Major Failure	The Attack misses, additional badness happens. The Game Master will determine its form
4-7	Minor Failure	The Attack misses
8-11	Minor Success	Inflict the Combat Technique's Base Damage
12-14	Moderate Success	Inflict the Combat Technique's Base Damage and Gain 1 Attack Effect
15+	Major Success	Inflict the Combat Technique's Base Damage and Gain 2 Attack Effects

Conditions

Bloodied - Suffers a -1 on all Checks. (Less than half of max Health)

Helpless - All sources of Damage inflict their maximum amount of damage possible. To end the Helpless Condition you must spend {1Physique||Discipline||Resilience}.

Frightened - Suffer -1 on all Checks while you can Perceive the source of your fear.

Terrified - Lose 1 Inspiration at the start of your Turn.

Prone - Attack Checks against you get +1, Your Attack Checks get -1, all movement is Difficult.
Strain {1Physique||Discipline||Resilience} to end.

Stuck - Speed is 0, cannot remove Prone. Adjacent Character can move you when they move as Difficult Movement.

Taunted - If you can Perceive the source of Taunt, all Checks that don't Target thesource Suffer -1. Only one instance of Taunt at a time.

Dying - The Character can only make Death Checks. Additionally, they cannot perform any Normal Actions or Reactions, or gain Health. All Attack Checks against them gain +1.

Wounded - Suffer a -1 penalty on all Checks and all Inspiration Gained is reduced by half. Wounded is removed at the end of a Full Rest.

x Bleed - Increase your Bleed by X. At the start of your Turn you Suffer Vigor Damage equal to your Bleed. At the end of your Turn reduce your Bleed by 1.

x Drain - Increase your Drain by X. While you have Drain, anytime you Strain you Suffer Vigor Damage equal to your current Drain. At the end of your Turn reduce the amount of Drain on you by 1.

Channeling - The Character can not Cast another Invocation with a duration. Additionally, any time that Character Suffers Damage they must make a Simplified Casting Check. On Any Failure the Effects of the Invocation ends and the Channeling Condition is removed from the Character. Additionally, as a Reaction the Character can choose to end the Invocation and remove the Channeling Condition.

Other

Vigor - Damage is taken from Vigor before Health. Full at the beginning of each Encounter.

Health - If a character's Health is reduced to 0 they are Dying. Recovered at the end of a Full Rest.

Strain - Straining can be used to Exert or to pay the cost of any Ability or Action that specifies a Cost.

Inspiration - You may spend an Inspiration instead of Straining an Attribute. This is considered Straining that Attribute for the sake of Abilities and Conditions.

Exerting - When a Character wants to put in extra effort to increase the chance a Check succeeds they can Exert by Straining the Attribute used for the Check and Roll 2d10.

Environmental Damage - 1d4 for every vertical Space fallen.

(PA) - Passive, you are always under the effect of this ability. If you meet the conditions specified it is in effect.

(AW) - At Will, this can be used as many times as you want.

(xE) - x Per Encounter

(xR) - x Per Round

[NA] - Normal Actions, can only be used during your Turn. You may not initiate a Normal Action while Resolving another Normal Action or Reaction.

[RE] - Reaction, this Ability requires a trigger in order to be used, When the conidition is met you can immediately use this ability, resolves before whatever triggered it.

[PR] - Prepared Action, you initiate the action as a Normal Action, the Action is not resolved until a specified condition occurs. If the condition is never met the Prepared Action is considered resolved and nothing happens. You may only have one Prepared Action initiated.

{-} - There is no cost required to do this.

{#1Yc#2} - The first time you must spend #1 of Y. For each additional time you use this the costs increases by #2.

{#1Y||X} - You must spend a total of #1 of either the Y or the X resource in any combination.

{SP} - Special, the text following this will provide the rules for what Attribute(s) to Strain, if any.

☠ Notes ☠