

ABLAZE

PG. 167

You are on fire!

At end of round, take **1d10 Wounds** counting *Toughness & Armour* (min 1).

+1 damage for each extra *Ablaze*.

Remove with Athletics action,
+1 additional *Ablaze* per SL.



BLEEDING

PG. 168

At end of round, take **1 Wound**.

If at 0 Wounds, instead
10% per *Bleeding* to die from blood loss.

Remove with Heal action,
+1 additional *Bleeding* per SL, or spell that
recovers Wounds.

If all are removed, gain *Fatigued*.

BLINDED

PG. 168

-10% penalty to tests involving sight.

+10% to be hit in *Close Combat*.

Remove 1 Blinded at the end of
every other round.



BROKEN

PG. 168

Must use your *Action* and *Move* to run away.

-10% penalty to tests other than running
and hiding.

Remove with Cool at end of round if not
engaged, +1 additional *Broken* per SL.
Spending a full *Action* with no enemies in
line of sight removes 1 *Broken*.

If all are removed, gain *Fatigued*.

DEAFENED

PG. 168

-10% penalty to tests involving hearing

+10% to be hit in *Close Combat* from the
flank or rear. (*does not stack*)

Remove 1 Deafened at the end of
every other round.



ENTANGLED

PG. 168

You cannot move and all actions involving
movement (including *Grappling*) suffer a
-10% penalty.

Remove with opposed Strength action
+1 additional *Entangled* per SL.



FATIGUED

PG. 169

-10% penalty to all tests.

Remove with rest
(as determined by the GM).



POISONED

PG. 169

At end of round, take **1 Wound**.

-10% penalty to tests

If at 0 Wounds, then can't heal *Wounds*.

If Unconscious, then make an *Endurance*
test after *Toughness Bonus* rounds or die.

Remove with an *Endurance* test (end of each
round) or a *Heal* test. +1 add. *Poisoned* per SL.

If all are removed, gain *Fatigued*.

PRONE

PG. 169

DOES NOT STACK

You are lying on the ground.

Your *Move* can be used to stand up or crawl
at half *Movement*.

-20% to tests involving movement.

+20% to be hit in *Melee Combat*.



STUNNED

PG. 169

You take no Actions, and *Move* half your
Movement. You can defend yourself, but not
with *Language (Magick)*.

Anyone attacking you gains 1 *Advantage*
before the attack.

-10% penalty to all tests.

Remove with an *Endurance* test (at the end of
each round). +1 additional *Stunned* per SL.

SURPRISED

PG. 169

DOES NOT STACK.

You take no Actions. You can not move or
defend yourself.

+20% to be hit in *Melee Combat*.

Remove at the end of the Round, or after
the first attempt to attack you:



UNCONSCIOUS

PG. 169

DOES NOT STACK.

You are knocked out and can do nothing.

Any *Melee* or *Point Blank Ranged attacks*
targeting you hit at the location the
attacker chooses. It does the maximum SL
possible and inflicts a *Critical Wound*.

Remove based on cause (see pg 172). If
removed, gain *Prone* and *Fatigued*.

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WITH HIS PUBLISHING ASSISTANT

PHILLIPE DU'PAIGE

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OF OLD WORLD CONDITIONS



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