

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.



FATIGUED

PG. 169

-10% penalty to all tests.

Remove with rest (as determined by the GM).



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*.

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.



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.



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*.

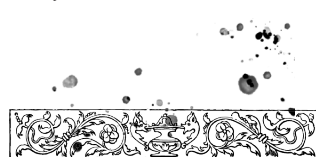
DEAFENED

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.



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*.



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*.



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*.



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.



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.



**HERR PROF.
FRETTCHEN**

WITH HIS
PUBLISHING ASSISTANT
PHILLIPE DU'PAIGE

PRESENT:



**PORTABLE
BILLS**

OF OLD WORLD
CONDITIONS



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