

## 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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