



Ablaze Condition

You are on fire!

- At the end of every *Round*, suffer 1d10 *Wounds*, modified by **Toughness Bonus + Armour Points**, with a minimum of 1.
- Each extra *Ablaze Condition* adds +1 *Damage* suffered.
- Remove an *Ablaze Condition* by making an **Athletics Test**. Each **SL** removes an extra *Ablaze Condition*.



Blinded Condition

You are unable to see properly.

- Suffer a -10 penalty to all *Tests* involving sight.
- Opponents attacking you gain +10 to hit you.
- Remove a ***Blinded Condition*** at the end of every other *Round*.



Entangled Condition

You are wrapped in something restricting your movement.

- On your *Turn*, you may not *Move*
- All *Actions* involving movement suffer -10
- Remove an *Entangled Condition* by winning an **Opposed Strength Test** against the source. Each **SL** removes an extra *Entangled Condition*.



Bleeding Condition

You are bleeding badly.

- Lose 1 *Wound* at the end of every *Round*.
- Suffer -10 to *Tests* to resist *Festering Wounds*, *Minor Infection*, or *Blood Rot*.
- If you reach 0 *Wounds*, gain the *Unconscious Condition*.
- At the end of *Round*, you have a 10% chance of dying per *Bleeding Condition*.
- You cannot regain consciousness until all *Bleeding Conditions* are removed.
- Remove a *Bleeding Condition* with a successful **Heal Test**. Each **SL** removes an extra *Bleeding Condition*. *Spells* or *Prayers* remove 1 *Bleeding Condition* per *Wound* healed.
- Once *Bleeding Conditions* are gone, gain *Fatigued Condition*.



Deafened Condition

You are unable to hear properly.

- Suffer a -10 penalty to all *Tests* involving hearing.
- Opponents attacking you from the side or rear gain +10 to hit.
- Remove a *Deafened Condition* at the end of every other *Round*.



Fatigued Condition

You are exhausted or stressed, and certainly in need of rest.

- Suffer a -10 penalty to all *Tests*.
- Remove a *Fatigued Condition* requires rest, a *Spell*, or a divine effect such as a *Prayer*.



Surprised Condition

You aren't at all ready for what's about to hit you.

- You can take no *Action* or *Move* on your *Turn*.
- You cannot defend yourself in *Opposed Tests*.
- Opponents striking you in melee combat gain +20 to hit.
- Remove all *Surprised Conditions* at the end of each *Round* or after the first attempt to attack you.

Broken Condition

You are terrified, panicked, convinced you are going to die.

- Your *Move* and *Action* must be used to run away as fast as possible until you are in a good hiding place beyond the sight of any enemy.
- You may then use your *Action* on a *Skill* to hide.
- Suffer a -10 to all *Tests* not involving running and hiding.
- You cannot *Test* to rally from being **Broken** if you are *Engaged*.
- Remove a **Broken Condition** at the end of each *Round* with a successful **Cool Test**. Each **SL** removes an extra **Broken Condition**. Modifications based on circumstances.
- Remove a **Broken Condition** at the end of a *Round* where you were in hiding, out of line-of-sight for the entire *Round*.
- Once all **Broken Conditions** are gone, gain **Fatigued Condition**.



Poisoned Condition

You have been poisoned or injected with venom.

- At the end of each *Round*, lose 1 *Wound*, ignoring all modifiers.
- Suffer -10 to all *Tests*.
- If you reach 0 *Wounds* when *Poisoned*, you cannot *Heal* any *Wounds* until all *Poisoned Conditions* are removed.
- If you fall *Unconscious* when *Poisoned*, make an **Endurance Test** after a number of *Rounds* = *Toughness Bonus* or die.
- Remove a *Poison Condition* with a successful **Endurance Test**. Each **SL** removes an extra *Poison Condition*. A **Heal Test** provides the same result.
- Once all *Poison Conditions* are gone, gain *Fatigued Condition*.



Prone Condition

You have fallen to the ground.

- Your *Move* can only be used to stand up or crawl at half your *Movement* in yards.
- If you have 0 *Wounds* remaining, you can only crawl.
- Suffer -20 to all *Tests* involving movement of any kind.
- Opponents striking you in melee combat gain +20 to hit.
- Remove the *Prone Condition* when you stand up.



Stunned Condition

You have become disorientated or confused.

- You are incapable of taking an *Action*.
- You may *Move* at half your normal rate.
- You can defend yourself in *Opposed Tests*.
- Suffer -10 to all *Tests*.
- If you have any *Stunned Conditions*, opponents striking you in melee combat gain +1 *Advantage* before rolling the attack.
- Remove a *Stunned Condition* with a successful **Endurance Test**. Each SL removes an extra *Stunned Condition*.
- Once all *Stunned Conditions* are gone, gain *Fatigued Condition*.



Unconscious Condition

You are knocked out, asleep, or otherwise insensible.

- You can do nothing on your *Turn* and are completely unaware of your surroundings.
- Melee attacks targeting you automatically hit the location of the attacker's choice with the maximum possible **SL**, and also inflicts a *Critical Wound*.
- Remove *Unconscious Condition* when 1 *Wound* is healed.
- You may spend a *Resolve Point* to remove *Unconscious Condition*. However if the cause persists, gain *Unconscious Condition* at the end of the *Round*.
- Once *Unconscious Condition* is gone, gain *Prone Condition* and *Fatigued Condition*.