

# CONDITIONS

## AFRAID

The target displays fear towards the attacker.

1. You cannot approach the source of your fear.
2. You must flee the source of your fear, or simply cower if that is not possible.
3. You are mad with fear, utterly terrified, and screaming incoherently. You may take no other action than to flee or cower, and you take 1d6 psychic damage each round. It is possible that you might die from sheer terror!

## ANGRY

The target feels irrational anger.

1. You cannot take any non-attack actions other than moving directly towards an enemy.
2. You must attack the nearest foe. If none are available, you must attack the nearest ally.
3. You are utterly incoherent with rage. You attack the nearest creature, bloodlust on your mind. You do +1d6 damage, but you no longer defend yourself; your RANGED and MELEE DEFENSES become 10.

## BLEEDING

The target suffers ongoing damage from a lingering wound.

1. You take 1d6 damage at the start of your turn.
2. You take 2d6 damage at the start of your turn.
3. You take 2d6 damage at the start of your turn and you start bleeding out. Form a dying countdown; this applies even if you are still conscious, and you will die if it expires.

## BLIND

The target's vision is obscured by a helm, blood, or wound.

1. Your vision is limited to 30', and you move at half SPEED. You cannot benefit from flanks or crossfires.
2. You cannot see, cannot use ranged weapons, move at half Speed, and suffer -2d6 to all sight-based actions.
3. You cannot see, cannot use ranged weapons, move at half Speed, and suffer -2d6 to all sight-based actions. You cannot defend yourself; your RANGED and MELEE DEFENSES become 10.

## BURNING

The target suffers ongoing damage from fire, acid, or a similar substance.

1. You take 1d6 fire damage per round. Clothes are ruined.
2. You take 2d6 fire damage per round. Clothes, hair, and eyebrows are ruined.
3. You take 3d6 fire damage per round. Clothes, hair, and all non-metal equipment is ruined, and you cannot hold any metal equipment. If you are wearing metal armor, you take 4d6 fire damage per round instead.

## CHARMED

The target feels friendship and loyalty towards the attacker.

1. You will not attack the source of the charm, nor will you willingly allow harm to come to them; neither do you provide flank or crossfire bonuses against them.
2. You will obey commands which do not overly conflict with your nature or which are obviously harmful to you.
3. You are utterly dominated by the attacker, and will obey any command, even those against your nature or which may cause you harm.

## CONFUSED

The target is confused and unsure of his surroundings.

1. You drop any items you are holding and cannot tell friend from foe.
2. Roll 1d6 to determine your condition each turn: (1) afraid, (2) angry, (3) forgetful, (4) manic, (5) drunk, (6) dazed.
3. As (2) but you gain the severe degree of the condition.

## CURSED

A cloud of misfortune surrounds you.

1. You cannot spend any LUC dice.
2. Allies within 30' of you cannot spend any LUC dice.
3. Allies within 100' of you cannot spend any LUC dice.

## DAZED

The target is unstable and disoriented.

1. You lose one action per round and any hit knocks you prone.
2. You cannot take any actions.
3. You are knocked out and become unconscious.

## DEAF

The target's hearing is affected by a ringing in the ears or a physical obstruction.

1. You cannot hear sounds more than 30' away and suffer -1d6 to PERCEPTION and INITIATIVE.
2. You cannot hear anything and suffer -2d6 to PERCEPTION and INITIATIVE.
3. You cannot hear anything and suffer -3d6 to PERCEPTION and INITIATIVE.

## DISARMED

The target's weapon is temporarily dropped, broken, jammed, or entangled.

1. Your weapon cannot be used.
2. As above, but the condition now requires a 6 to end.
3. Your weapon is damaged and requires an hour of repair to use again.

# CONDITIONS

## DOWNED

The target is knocked to the floor.

1. You are prone and cannot stand.
2. You are prone and helpless; your RANGED and MELEE become 10.
3. You are prone and helpless; your RANGED and MELEE become 10. You cannot take any actions.

## EXPOSED

The target's armor is displaced, straps are cut, a scale is dislodged, or a significant opening is made.

1. You have half SOAK (round up).
2. You have no SOAK.
3. Your armor is damaged and requires an hour of repair to use again. You have no SOAK until this is done.

## FATIGUED

The target is weary as exhaustion sets in.

1. You lose one action per round and your CARRY increment is halved.
2. Your maximum HEALTH is halved, in addition to the above effects.
3. Your SPEED is halved, and you cannot carry anything. You drop any items. You lose one action per round, and your maximum HEALTH is halved.

## FORGETFUL

The target suffers from amnesia.

1. You cannot use any of your skills or spells.
2. You cannot remember anything, including who you are or who your allies are.
3. You cannot communicate, in addition to the above effects.

## MANIC

The target is overly happy, joyous, and mirthful.

1. You cannot take hostile or aggressive actions.
2. You are convulsed with laughter and can take no other actions.
3. You are prone, rolling around on the floor with laughter; your RANGED and MELEE DEFENSES become 10.

## PAINED

An injury causes pain and restricts movement.

1. You take 1d6 damage if you take a second action in a turn.
2. You take 1d6 damage if you take any actions.
3. Your SPEED is halved, in addition to the above effects.

## PLACID

You become non-aggressive and suggestible.

1. You cannot take aggressive actions.
2. You do whatever anybody tells you as long as it doesn't harm you, although you cannot take aggressive actions.
3. You do what anybody tells you, even if it is harmful to you, although you cannot take aggressive actions.

## POISONED

The target is infected by a toxic substance.

1. You cannot heal wounds.
2. You take 1d6 poison damage at the start of each turn and you cannot heal wounds.\*
3. You take 2d6 poison damage at the start of each turn, you cannot heal wounds, and you gain the Sick condition.

## RESTRAINED

The target is grabbed, entangled, frozen, or otherwise prevented from moving.

1. You cannot move from your current square. If a creature has grabbed you, you can only attack it with small one-handed weapons or with unarmed attacks.
2. You cannot take any actions except attempt to escape, and your physical DEFENSES drop to 10 to all except the creature restraining you.
3. You cannot take any actions.

## SICK

The target is nauseous and unable to act as normal.

1. You cannot jump and you lose one action per round.
2. You suffer -2d6 to all attribute checks, as well as the above effects.
3. Your SPEED is halved, as well as the above effects.

## SLEEPING

The target is sent to sleep by magic or a heavy blow.

1. You are drowsy and lethargic. You may only act once each turn.
2. You are asleep, and cannot be woken by noise or sound.
3. You are in a deep coma-like sleep, and cannot be woken by any means.

## SLOWED

The target suffers a leg injury, or another effect which reduces speed.

1. Your SPEED SCORES are halved and you suffer -4 to physical DEFENSES.
2. Your SPEED scores are halved, your physical DEFENSES become 10, and you lose one action per turn.
3. You can only move 5' per round. Your SPEED scores are halved, your physical DEFENSES become 10, and you lose one action per turn.

## STAGGERED

The target is intoxicated, or is punch-drunk from a heavy blow.

1. You cannot move more than once in a round.
2. You cannot move, but at the start of your turn you wander 1d6 squares in a random direction.
3. You cannot take any actions, but at the start of your turn you wander 1d6 squares in a random direction.