



Abilities are those things characters, and monsters, can do that have some kind of special mechanic which describes the outcome – aside from the basic mechanics of hitting a target, evading and so on. As you may have noticed, Abilities are underlined in this book to properly identify what is an Ability. When you see this, it means there is an in-game mechanic associated with that term.

Abilities are broken into 6 kinds: Common Abilities, Character Class Abilities, Phylum Abilities, Racial Abilities, General Abilities and the nebulous “Abilities.”

Character Class Abilities are those Abilities that are associated to a certain Character Class. All mechanical effects, restrictions, rules and so on are covered within the Character Class Description.

Phylum Abilities are likewise described in the Phylum heading before any Character Classes. These are available to all within that Phylum. Additionally, they may be shared by other characters or monsters, but are referenced back to the Phylum description.

Racial Abilities are connected to a specific Race. As with Phylum Abilities, they are available to all within that Race and may be available to others in specific instances.

The nebulous term “Abilities” is a way to describe an Ability that belongs to none of the other categories, or a way to describe an Ability without attaching it to one of the categories. For instance, monsters may have an Ability that is not found in any other category, which is just an “Ability”. Or, one could say that Charge is an “Ability”.

General Abilities are those Abilities that have a common-enough application that it is described here for general reference. Many spells, monsters and talents share General Abilities. Instead of describing them in many locations throughout text, they are described once here.

Common Abilities are those Abilities available to every character within the game. Monsters can also use them, if smart enough and physically able.

This portion of the book covers only Common and General Abilities.

Common Abilities

Delay (Free Action)

The character waits for an opportunity. One their Mark to act within a Round, they choose to “Delay”. They halve their Initiative Score (round up or down, Player’s choice) and then act at this new Initiative Score. They cannot change their mind one Delayed and they cannot choose to act before their new Initiative Score.

Desperate Shot (Full Action)

A character may take a single ranged attack without Setting. However, if either die rolls a Natural 5 or less, the shot automatically misses.

D-Up! (Full Action)

characters can enter a state where they focus 100% on defense. They can move only 2 Units per Round, and cannot make any attacks, cast spells or use any offensive items. Their Evade is raised by a specific amount, depending on how they D-Up!. This Ability can be used from Round to Round, but when the Ability ends, the character *Stands Stupid* for 1 Round.

If using a shield that grants Block, their Evade is raised by double the base amount that shield grants for Block. Against ranged attacks, Combatants and Battle Mages also add their Level to this Evade bonus.

All characters add their Mastery Style Rank (the one associated with the weapon they are using to defend with) to their Parry Score. Combatants add their Level to this and Rogues and Battle Mages add $\frac{1}{2}$ their Level (rounded down).

Move with Caution (Channeling)

Characters move about with caution, as if expecting something bad to happen. They cannot perform any other Action while doing so, as their focus is fully used.

This grants characters a bonus to reacting to things like traps, ambushes, bad footing that falls away and the like. Characters add +5 to roll on Skill Checks, Attribute Checks and +5 to Initiative if reacting to an ambush. It does not add to the direct notion of noticing something, as in Observation, but reacting to someone thing once it happens.

Prepare for Action (Full Action)

A character may forfeit all Action during their current Round to gain an advantage in the next. The character adds as much Initiative as they forfeit and adds it to the next Round's Initiative Roll. This may only be used one Round at a time, with at least one Round in between uses.

Additionally, they can choose to delay the next Round in increments of 1 Mark at a time, vice halving their Initiative.

Recover (Channeling)

Characters that are suffering ailments that have an in-games mechanic that is an ongoing effect that allows for a ResCheck each Round to break the effect can use all their Initiative to try and recover from the effect with greater success. They choose to Recover on their turn and forfeit all Actions that Round. At the very end of the Round, they receive a +1 to ResChecks to break this ongoing effect per Round they consecutively used this Ability.

Reload (Varies)

This Action is used to reload Gonts, Crossbows and the Torval. If the character shot, then Reloaded and did not move or perform another Action, they do not need to Set to shoot again. The Crossbow Mastery Style lessens this time by 1, -1 more per 2 Mastery Style Ranks, to a minimum of 1 Mark.

Weapon	Base Reload Time
Hand Crossbow	4
Crossbow	7
Heavy Crossbow	8
Torval	5
Por Gont	5
Tor Gont	6

Run Away (Channeling)

When is great danger, characters may choose to flee. This is fleeing in earnest. The character chooses a direction away from the danger. They move at their Land Speed times 4 each Round until they have gone far enough that the Storyteller determines they have left combat and are out of danger. A character may not change their mind and stop fleeing once they have begun.

The single exception is if the character's fleeing action is not working and the enemy can keep up with them, i.e., their being chased down by a mounted enemy or something vastly faster. Again, the

Storyteller determines when the characters realize that fleeing is not working and allows them to stop. When they stop, they *Stand Stupid* for 2 Rounds before they can act again.

While Running Away, characters Evade is set to 1, but increase by their speed (see the Evade from Speed rule). Their Critical Threshold is set to 3, no matter what armor they wear.

Set (Quarter Action)

Setting is explained in detail in the Initiative Chapter. As a summary, this is needed before a Character can attack something, with few exceptions.

In general, characters must set before they can make their first attack, and then do not need to set as long as they continue to attack and not move.

Sprint (Free Action)

Characters can give up 5 Critical Resistance and add +10 to their Land Speed for a single Round. The following Round, they recover their Critical Threshold but are *slowed* by -4 Land Speed. This can be done only once per 5 Rounds.

Surrender (Channeling)

When escape is unavailable and defeat is certain, characters may choose to Surrender. They drop their weapons and assume a very exposed position. When this happens, their perceived threat is lessened a great deal. One cannot feign Surrendering and it is obvious to any opponent or ally.

While channeling, their Evade is set to 1 and they are critically hit on a 2, no matter their Evade or armor. If they choose to halt the Ability, they *Stand Stupid* for 2 Rounds, all the while retaining their 1 Evade and 1 Critical Threshold.

Take Aim (Channeling)

Characters may choose to aim with great care at a target. This only works like non-throwing ranged weapons. They aim from Round to Round, choosing

to fire at any Initiative Mark they wish after the first. Bonuses only come the following Round, after a full Round of channeling is done.

This adds to their to-Hit roll for each full Round channeled. Characters gain a +3 to-Hit per Round if the Target is stationary the Round they channel, +2 if it moved at a constant speed (meaning, it moved within 2 Units the same as the previous Round), and +1 if it changes speeds greater than 1 Units from the previous Round. The maximum bonus is +9.

Targets moving directly towards the character, no matter how they move, infer a +3 to-Hit per Round channeled.

Take Cover! (Full Action)

Characters must be in any terrain that blocks line of sight. They use a Full Action and move to a position determined by the Storyteller to have cover from incoming ranged fire. They gain a *Cover Save (0)*, as long as they don't move from that position.

Untactical Advance (Free Action)

Characters move at their Land Speed times 2. Their Evade falls by 8, to a minimum of 4, and their Critical Threshold is set to 3 no matter armor or modifiers. This Common Ability can only be done once per 5 Rounds unless forced on a character by fear, effects or spells.

Wrestle (Full Action)

This is only usable in a non-combat situation, once swords have been drawn, normal rules apply. Wrestle allows a character to tackle and take down a target. It drops both the target and character to the ground. No damage is done, and the tackled target can spend a Half Action to get back up. This would mainly be used against unsuspecting opponents, or perhaps an ally. Anyone can resist. Both the target and character roll a Strength Check, the higher wins the contest. The defender may reroll 6s as if using a Skill. Once on the ground, you can hold a target prone for as long as you win the contest, but the Ability turns into a Channeling Ability.

General Abilities

General Abilities are those that are common enough that they are stated once here, and referenced everywhere else. For ease of reference, they are split into Innate Abilities, Movement Abilities, Attack Abilities, Tactical Abilities, and Sneaky Abilities.

Some Abilities (and Effects) have a parenthetical number next to them. This is called the “Potency”. For many Effects and Abilities, there is an “X” in the place, which means the Potency has some variable to it. Potency describes the power and how the Ability of Effect affects the game, characters and situation. Each Potency is described with the Ability or Effect.

Innate Abilities

Innate Abilities are passive in nature and are always active.

Fear Causing (X) (Always On)

Causes *Fright* to all characters within (X) units.

Horror (X) (Always On)

Enemies within X units must make a Resistance Check vs. Mystics or become *Terrified*. This check is made every Round a character is within the radius of effect. However, characters that make the initial Resistance Check gain a +3 to roll for all further Resistance Checks.

Mindless (Always On)

Mindless things have no intelligence and are therefore immune to all forms of fear, Mind-Altering Spells, and psychology. They never route or flee.

Vampirism (X) (Always On)

Characters with this Ability heal X of their own Hit Points on a successful melee hit that causes at least 2 damage (after Absorb). Healed damage can never exceed the character’s maximum Hit Points.

Movement Abilities

Movement Abilities are akin to just rules. However, because they have special mechanics, they are listed as an Ability. The Initiative Cost is stated in the description, as movement is an exception to one of the standard Actions.

Bounding

This movement refers things like rabbits, quail and Eemps, whose movement is comprised of small, frequent bursts of speed and height. They move at the normal rate of 2 Units per Mark, but their Evade from Speed bonuses are doubled.

Climbing

This refers to anything that is Climbing using a Skill or an Unskilled Check. They move at only 1 Unit per 3 Rounds, maximum and have their Evade lessened to 4, no matter their normal Evade.

Fish Swim

This refers to anything that is innate to the water, like a fish or dolphin. They move at the standard rate of 2 Units per Mark.

Flying

Anything with Flying ignores all terrain features and modifiers that are at their height. They cannot be attacked in melee, except by another flying opponent and ranged attacks suffer double the normal penalty for range and Evade from Speed.

Ignore *First Strike* and Bracing is Flying but no Charges of any kind are allowed, from or against.

They do not benefit from Shield Wall, Masking and cannot Stealth or become *Camouflaged*.

Flying character move 5 Units per Initiative Mark, up to their maximum Land Speed Value.

Fleet of Foot (X)

Characters with this Ability add (X) Units to their normal movement in combat.

Levitate

Things that Levitate hover above the ground to a certain height, limited by the source of their levitation.

Like Flying, no Charges of any kind are allowed, from or against, and they do not benefit from Shield Wall, Masking and cannot Stealth or become *Camouflaged*.

Levitation is a slow movement form, move 1 Unit per Initiative Mark, up to their maximum Land Speed Value.

Levitation always is with respect to the ground. A stream's bed/floor is what the character levitates above, not the water's surface. When in mid-air, characters with levitation fall 1 foot per unit moved horizontally.

Monstrous Movement

Monstrous Movement allows a character to move through any terrain with no penalty. Additionally, they are not affected by Obstacles and can occupy Impassable Terrain and move through it at a rate of 1 unit per Round.

They move at the normal rate of 2 Units per Initiative Mark, +1 if they are Large, +2 if they are Huge, and +3 if they are Gargantuan.

Stride

This refers to all creatures that have a form of movement that is innately fast. Things like a galloping horse, or running cheetah, or a racing dog are all examples of something that moves with great speed.

Although they are still limited by their Land Speed, they use it much fast, at a rate of 4 Units per Mark.

Swimming

This refers to anything swimming that is not a natural being of the water, i.e. a person swimming. While swimming, they have their Evade reduced to 5, no matter their normal Evade or modifiers.

Rate of Swimming if 1 Unit per 5 Marks.

Tunneling

Things with this Ability are able to move below the surface, creating a tunnel as they go, or simply pushing matter behind them as they press forward. While tunneling, they have no line of sight with anything, are *Blinded* and cannot hear in any conventional manner.

Movement is limited to 1 Unit per 2 Marks.

Wall Climb

This is the ability for something to climb a wall or surface as if a spider or lizard. They are unaffected by lose footing and can even hang from overheads.

Movement is standard, 2 Units per Mark.

Attack Abilities

These are Abilities that have some special application in combat, have a damaging effect associate to them or change combat mechanics in some way.

Charge (Full Action)

Characters on foot charge into combat. This Ability can only be performed if the charge takes you to within 1 Unit of their target. You must also have Line of Sight to perform this Ability and not be in melee.

Charging grants the character +6 Land Speed, +2 to Hit damage for a single strike they receive as they enter melee with an opponent. This does not Set the character after the strike.

Firing Assault (Free Action)

This Ability only applies to characters using Throwing Weapons. When moving into melee, the character receives a free ranged attack at -1 to Hit. This attack also counts as *First Strike*. Characters cannot perform a Charge of any sort into combat and use this Ability at the same time.

Frenzied Charge (Full Action)

Another charge, but one that abandons safety for effectiveness. The character charges an opponent up to their Land Speed, +8 in Units away. Upon entering melee, they receive a free strike with a +3 to-Hit and damage, and their Critical Number is reduced by 2. If a Critical Strike results, increase the Critical Severity by 3. This does not Set the character.

Targets subject to a Frenzied Charge must make a Resistance Check vs. Naturals (+5) or become *Frightened*.

The Charging character's Evade is reduced by 4 the Round of the Charge and the next and their Critical Threshold is reduced by half the number of Units moved to enter melee (round down).

Lancing Charge (Full Action)

Lancing Charge is used by those mounted characters. The character must use a Lance or Pole Arm and the weapon is destroyed upon a successful hit.

On a Lancing Charge, the character gains +20 movement, receives a free strike with +5 damage, and *First Strike*. They also add 5 to the Roll Over upon a successful hit. Hit or miss, Lancing Charges cause Fizzle for mages casting spells.

The minimum range of a Lancing Charge is 10 Units, and character always moves at least 20 Units, which in many cases puts them behind their target after the strike. Lancing Charges must be performed in a straight line.

Mounted Charge (Full Action)

A Mounted Charge is when the character changes on a mount, using their normal melee weapon. The character rides towards a target to swing their melee weapon, gaining +10 movement, a free attack with +2 to damage and their Extra Damage is lowered by 2 (to a maximum of 1). This puts the character into melee with the target but does not Set them. Hit or miss, Mounted Charges cause Fizzle for mages casting spells with the Combat Casting Skill.

Stomp (X) (Full Action)

Characters with this ability are usually large and use this Ability in lieu of a normal attack. This Stomping attack causes *Smashing (X)*.

Tactical Abilities

Tactical Abilities are normally used in response to something. All have combat application.

Blocking (Free Action)

Characters with Blocking, once engaged in melee, can perform two different actions. They can either push their opponent 2 Units directly backward, or 1 Unit in any other direction. Additionally, characters can spin their opponent to face a different direction. If faced with an opponent that also has Blocking, both Abilities cancel each other.

Bracing (Channeling)

Characters using any Pole Arm can brace for a charge by placing their weapon in the ground in anticipation of an attack. This any form of a Charge. Characters receive a +2 to Hit, +6 damage, and gain *First Strike* and nullifies the Charge's *First Strike*, if it has one. Characters with Bracing cannot perform this ability if already in melee.

Shield Wall (X) (Full Action)

The grants the user a Cover Save (X). Additionally, in X Units around them (maximum of 2), it grants +X Dodge Evade to all allies. Also, while active, the character suffers a -X movement (minimum of 0). X is the maximum the character can use for this ability. Characters can opt to use less than X. If they do, the number they chose remains in force for that Round.

Stand and Fire (Free Action)

This Ability is for characters with a ranged attack only. Whenever a character is assaulted (meaning another character moves into melee with them – the character with Stand and Fire is the Defender), the character receives a free attack at -1 to Hit and *First Strike*. Any remaining attacks are figured as normal.

Tackling (X) (Half Action)

Characters with this ability can move to intercept any enemy within (X) Units, even if out of movement that Round or if already in melee. This Ability is always used defensively, and not to extend range to enter melee. When a character moves, they move into melee immediately, but are not Set.

Sneaky Abilities

These Abilities are under-handed actions a character takes to gain unfair advantage over a target, or to disappear from sight.

Ambush (Full Action)

A Character can attack in melee at any target within 2 Units. This attack must originate from some Terrain that blocks line of sight or if the Character is *Hidden*.

This grants the attacker a -1 to their Critical Number, *First Strike* and attacks the target's flank if possible.

Hide (X) (Channeling)

Your character becomes *Hidden*. Movement is slowed to no more than 5 Units per Round, as you essentially stay still and hide from others. Also, this Ability relies on natural conditions to assist.

Other may notice you with an Observation Check of X or Detection of X-5. Moving reduces X by half (round up)

Masking (Full Action)

Makes a character Obscured for the rest of the Round, and all of the next. This Ability may be performed from Round to Round.

Move Silently (Channeling)

Move Silently allows a character to move and perform other simple actions (Free and Quarter Actions) while remaining very quiet. The environment plays much into this Ability, and how silent is normally described in the specific Ability or Skill. If nothing is stated, then assume that the character is silent to the point that they are unheard unless they do something that is noisy, or the environment discouraged silence. Walking on carpet would be completely silent, but walking across leaves would break the Ability.

Prowling (Full Action)

The character enters a state where they are attempting to remain close and approach a target or target area without being seen. This does not make them *Hidden* in any way, but they remain unnoticed.

They can tail someone in a crowd, or skulk around a castle wall. In generally, Prowling characters can get within 30 yards of a target before they might be noticed. Once within 30 yards, an Intellect Check of 15 minus each 2 yards they are within 30, i.e. if 10 yards away, the check is 5. Observation is 15 minus 1 per yard inside 30, and Detection is a flat 3.

Like Hide, Prowl is dependent on the environment to physically cover the character and this does not work in plain sight.

Stealth (X) (Full Action)

Stealth is much like Hide, but better. The character does not need to channel, and enters the state after using a Full Action. From there, they can move about as they choose at full speed while maintaining *Hidden*. However, making any attack, casting a spell, or anything overt breaks the Ability and they are *Unhidden*. Characters also Move Silently with this Ability.

An Observation Check of X+2 reveals the character, as does a Detection Check of X.

Common Effects

This covers “Effects,” which only apply when a specific action or conditions is met. When a character is under an “Effect,” they have a special rule applied to them. This rule can be helpful or harmful. Effects are always identified in the text by being initialized.

For instance, “*Stunned*” is a condition where the character is dazed and doesn’t have his bearings. The effect “*Stunned*” quantifies and describes this in game terms.

Effects are brought on either by the rules of the game, spells or Abilities. The rules describe what circumstances need to be met for an Effect to apply. In the same way, some Abilities cause effects.

Because of the way this book is written, certain tenses of the word that describes an Effect may not always be applicable or make sense in a sentence. E.g. “Characters that are *Stand Stupid* can be Flanked” and “this causes *Bleeds*.” Therefore, whenever you see an italicized word, it refers to the Effect in any form of tense. So, the Effect of *Blind* can be written into a sentence as *Blind*, *Blinds*, or *Blinding*. To avoid confusion, a list of tenses are provided with every Effect.

All the Common Effects are listed and described in this chapter, as well as the circumstances that need to be met for an Effect to influence a character or target. By Common Effects, that means Effects which are shared by more than one cause. A certain spell and a specific ability may both cause the same Effect. Instead of having that described in different ways in different places of the book, a Common Effect is used.

For Instance, a strike from a Stiletto can cause a character to *Bleed*. There is a spell called Black Blood, which also makes the target *Bleed*. Instead of describing that bleeding effects in two different places, both the Stiletto and the spell states that it causes *Bleeding*. A Player can then refer to a single part of the book to find out what that means in game terms.

Note these are common effects. There are many spells, maneuvers, and Abilities that can cause unique Effects.

In many cases, the name of an Effect followed by an “X” in parenthesis. The “X” is called “Potency” and a placeholder for a number. Potency is different for each application and explained under the Ability, spell or skill that caused the Effect.

“Bleeding (X)”. The description of the Effects states a Character that is under the Effect of *Bleeding* takes a point of damage per Round for “X” Rounds. The Minor Black Blood spell’s description states that it causes *Bleeding*(5). This means the is under the *Bleeding* Effect for 5 Rounds.

Another example is the Potency for a Phylum Ability. For instance, *Evade*.

It says that the Potency is 1, +1 for each 2 Level since taking the Ability.

If we took it at Level 1, and are now Level 7, the Potency would be 4 (1 at Level 1, 2 at Level 3, 3 at level 5 and 4 at level 7)

The description says it adds 1 to our *Evade* per X, per Potency. So, *Evade* (4) grants us +4 *Evade*.

Armor Compromised (X)

-(Armor Compromising)

Reduce the Absorb of the Damage Type that caused the effect by X. This effect is permanent on non-Magical Armor. Only applies to the vicinity where effected for creatures with natural armor, but permanent. To hit the same spot requires a Target Maneuver or roll of 10 on d10 with a successful hit. Reduce X by 1 for Minor Enchanted Armor, 2 for Lesser, 3 for Greater, 4 for True and 5 for Ancient Enchantments. If caused by a spell, the duration is dependent on the spell's Duration and no modifiers for magical armor.

Berserk

-(Berserked, Berserking)

Characters that are *Berserk* must attack the closest enemy. Furthermore, if they have a charge Ability, then they must charge as soon as they are within range. *Berserk* characters must engage the closest enemy by the most direct route. In melee, *Berserk* characters gain a +2 to damage. Any *Berserk* entity has their Critical Threshold reduced by 4.

Bleeding (X)

-(Bleed, Bleeds)

Characters that are *Bleeding* must roll a Resistance Check vs. Naturals each Round or take 1 Unavoidable Damage. The number of Rounds this persists equals to (X). Multiple applications of this Effect stack, adding 1 to X. Therefore, each Round a Character Bleeds, X is reduced by 1. If X reaches 20, the target bleeds until they die, and the effect must be stopped by some means to prevent their demise. Of course, only things that bleed can be affected.

Blinded (X)

-(Blinds, Blind, Blinding)

Characters that are *Blind* may not attack with ranged attacks and have a -5 to Hit in melee and cannot Critically Strike, nor can they re-roll when they roll their Critical Number in combat. The number of Rounds this last is equal to (X).

Broken Weapon (X)

-(no other terms)

Roll d%, +X%. Any roll of 50% or more breaks non-magical weapons. 100% - 150% breaks a Minorly Enchanted weapon, and 151%+ breaks a Lesser Enchanted weapon.

Burning (X)

-(Burns, Burned)

Characters that are *Burning* must make a Resistance Check vs. Mystics or take (X) Fiery Damage for each Round of the Effect. Multiple applications of this Effect WILL NOT stack.

Camouflage

-(Camouflaged, Camouflages)

Camouflaged characters cannot be targeted by ranged attacks. Additionally, characters that do not move during a Round cannot be targeted by any charging attacks. Note this does not prevent Area of Effect damage.

Choking (X)

-(Chokes, Choke)

Characters effected by *Choking* must make a Resistance Check vs. Naturals or become immobilized until a Resistance Check vs. Naturals (-1), which is rolled at Mark 30 (the beginning of each Round). While *Choking*, characters have all their Evades reduced by 5 (to a minimum of 2) have a -5 to hit in melee and cannot perform any ranged attacks or cast spells. This lasts for X Rounds.

Clumsy

-(No other terms)

Clumsy characters always miss attacks on Natural to Hit rolls of 1 through 7; they cannot Critically Strike and do not reroll Critical Numbers on rolls to-Hit.

Confused (X)

-(Confuse, Confusing, Confuses)

Characters effected by *Confuse* have a hard time distinguishing friend from foe. They must make an Intellect Check (X) to distinguish.

Cover Save (X)

-(No other terms)

This General Ability makes a character less susceptible to normal ranged physical attacks. When hit by a ranged attack, and after the damage is calculated with Absorb applied, the defender rolls 1d6+X. Damage equal to the roll is directly subtracted. Cover Saves can reduce the damage to 0.

Critical Threshold Compromised (X)

-(no other terms)

Reduce the Critical Threshold by (X) for 1d4 Passings, or until the damage that caused the Effect is completely healed, whichever is longer.

Crushed (X)

-(Crushing, Crushes, Crush)

Normal brought on by a Critical Strike, certain parts of a target's body might be crushed or mangled. The target must be no more than one size classification larger than the attacker. Roll d%, +X%, and consult the below table. If caused by a Critical Strike, there is a required Attack Power. If the Attack Power is not met, use the next lower effect where the Attack Power is sufficient. If effects take an Attribute below 0, the target is dead. The recipient cannot use any Abilities associated with the *Crushed* appendage. This Effect also inflicts a Wound.

Roll d%	Effects	Required Attack Power
<0	None	-
0 - 10	Right Hand Crushed, -3 Dexterity and <i>Lame</i>	1
11 - 21	Left Hand Crushed, -3 Dexterity and <i>Lame</i>	1
22 - 32	Right Foot Crushed, -3 Land Speed and <i>Lame</i>	1
33 - 43	Left Foot Crushed, -3 Land Speed and <i>Lame</i>	1
44 - 52	Right Arm Crushed, -5 Dexterity & -3 Strength and <i>Lame</i>	3
53 - 61	Left Arm Crushed, -5 Dexterity & -3 Strength and <i>Lame</i>	3
62 - 70	Right Leg Crushed, -7 Land Speed & -4 Agility and <i>Lame</i>	3
71 - 79	Left Leg Crushed, -7 Land Speed & -4 Agility and <i>Lame</i>	3
80 - 85	Roll twice, results must be below this	3
86 - 89	Hip Crushed, no movement are attacking in melee, <i>Lame</i>	5
90 - 93	Chest Crushed, -5 Longevity and Strength	2
94 - 97	Chest Crushed, -7 Longevity and Strength	3
98 - 101	Chest Crushed, -10 Longevity and Strength	5
102 - 105	Throat crushed, no speaking and <i>Choking (20)</i>	1
106 - 109	Right Arm Removed at Shoulder, Bleeding (19) and <i>Lame</i>	5
110 - 112	Left Arm Removed at Shoulder, Bleeding (19) and <i>Lame</i>	5
113 - 115	Right Leg Removed at Hip, Bleeding (19) and <i>Lame</i>	6
116 - 118	Left Leg Removed at Hip, Bleeding (19) and <i>Lame</i>	6
119 - 121	Roll twice, results must be below this	5
122 - 124	Head Crushed, -10 Intellect and <i>Lame</i>	2
125+	Head Crushed, dead	3

Cursed (X)

-(Cursing, Curses, Curse)

Cursed characters cannot perform a Critical Strike and have their Critical Threshold reduced by 4. Additionally, they have a -X to roll for all Resistance Checks.

Disfigured (X)

-(Disfigure, Disfiguring, Disfigures)

-1d4 +X Comeliness. If not using Comeliness, then receive a lasting and prominent scar.

Ethereal

-(No other terms)

Ethereal Characters cannot be affected by physical attacks. Likewise, they cannot inflict physical damage. They can also pass through walls and inanimate objects, but never living things. If they try, they are immediately expelled from the direction they tried to pass through and take 1d10 unavoidable damage

Fatigued (X)

-(Fatigue, Fatigues, Fatiguing)

Fatigued Characters suffer -X to Hit, -X to damage and -X Movement. They cannot perform any kind of charge and have their Strength reduced by 4 (to a minimum of 1). They also have their Extra Damage number increased by X.

Fearless (X)

-(No other terms)

Fearless characters cannot be routed once in combat. They have a + X on any Resistance Check that would cause fear of any sort.

Fragile (X)

-(No other terms)

Fragile characters must make a Resistance Check vs. Naturals (-X) whenever taking Physical Damage in melee or Explosive Damage of any sort. A failed Resistance Check means that +X damage is added to the normal damage. Their Critical Threshold is also reduced by X.

Frenzied

-(Frenzy, Frenzies)

Frenzied characters attack any enemy that is within a character's Land Speed score. They move on the most direct path as soon as able. Even if moving through terrain that would normally restrict movement, a *Frenzied* character can close that gap without suffering a movement penalty. This does not count as a charge, but if the character can charge, they will, and all normal modifiers apply.

While in combat, *Frenzied* characters receive a +2 to Hit. If they route the enemy, they always pursue.

If they destroy a target in melee, the character continues to attack the target (beating the dead in a feverish craze), unable to act during that Round. The following Round, the character must make an Intellect Check (7), or they continue to pound the destroyed target. Upon any Critical Strike, they add 2 to the Critical Severity, but this does not increase the roll value to-Hit.

Any melee attacks on a *Frenzied* character that is performing this post-dead target beating immediately breaks the *Frenzied* character from its morbid attack on the dead, and it begins melee with this new enemy as normal.

First Strike

-(No other terms)

Untactical Advance away from what caused

Frightened

-(Fright, Frightening)

Frightened characters lose their nerve and run away from whatever caused the Effect until a Resistance Check vs. Naturals is made. A *Frightened* character always runs and only turns to fight if they are cornered or cannot physically run. *Frightened* spellcasters receive a (-5) to their Casting Check. This route always starts with an Untactical Advance (in the opposite direction of course).

Frost (X)

-(Frosted, Frost Bite, Frost Bitten)

Frosted characters are chilled to the bone and have numbed limbs. As a result, they have a hard time holding onto their weapons in combat. When attacking in melee, they must roll a Dexterity Check (X), or the attack fails. Additionally, characters using bows cannot attack while *Frosted*.

Frozen (X)

-(Froze, Freeze, Freezing)

Frozen characters are frozen in place and cannot move. They also have a -5 to all their Evades (to a minimum score of 1) for the duration of the effect, where X is the duration in Rounds.

Glowing

-(Glows, Glow)

Glowing characters cannot Stealth, *Hide* or become invisible in any way.

Hasted (X)

-(Haste, Hastes)

Hasted characters gain a +50% to their Land Speed and gain +10 on their Initiative Roll for the duration of the Effect. Moreover, they may attack an additional time per Round (melee or at range) by rolling 1d6 and rolling under or equal to X. This extra attack CAN break a weapon's max attacks per Round.

Hazed (X)

-(Haze, Hazes, Hazing)

Hazed characters have blurred vision. This imparts a -1 to Hit in melee and a -X for ranged attacks.

Hidden

-(Hid, Hide, Hides, Hiding, Unhidden, Unhides, Unhide)

When a character becomes *Hidden*, a physical marker is placed in the spot where the character became *Hidden*. The marker can be anything you have lying around, but a die works well. The marker starts at 1, and 1 is added to this number each Round. This number represents the Round's worth of movement saved up.

When the Player desires, their character can end the Effect. The location where the character becomes *Unhidden* can be in any range of the character's movement times the number on the marker. *Unhidden* means the character is no longer under the *Hidden* effect.

Characters cannot normally become *Hidden* if within 8 units of an enemy. Characters cannot normally become *Hidden* in Open Terrain that is more than 2 units away from some other terrain. Characters CAN *Hide* if the line of sight between them and an enemy has a friendly character in between.

Hidden characters cannot be seen, and as such, cannot be targeted by attacks. Moreover, others (including allies) don't know where they are and cannot act in any way as if they could see them.

A character with becomes *Hidden* and has a movement of 9. A die is placed on the Battlefield in the place where that character became *Hidden* with a "1" showing on the die. 3 Rounds pass and the Player decides to *Unhide*. The location of where this character appears can be anywhere within 27 Units/Hexes of where the marker was placed, as long as it does not conflict with the provisions listed in the Effect.

Lame

-(no other terms)

Applies to a particular part of the body. A *Lame* appendage cannot be used normally. When trying to use a Skill Check where that appendage is normally needed, receive a -7 to roll, and reroll any success once. Any attack needing that appendage (which would include anything in the lower extremities for melee attacks) imparts a -7 to-Hit and Critical Strikes are impossible, as is any Extra Damage from ROs.

Marked (X)

-(Marks, Marking)

Characters that are *Marked* are extremely susceptible to ranged fire. Any shots against a *Marked* character has a +X to-Hit and misses may be re-rolled. Furthermore, their Critical Threshold vs. ranged attacks only is decreased by 5.

Mute

-(Muted, Mutes, Muting)

Muted characters cannot cast non-Mastered spells, speak, or make any vocal sound.

Obscured

-(Obscures, Obscuring)

Obscured characters cannot be targeted by spells or ranged attacks. They cannot have charges called on them nor can they be affected by any ability that requires line of sight.

On Fire

-(No other terms)

Characters that are On Fire take 1 Fiery Damage per Round and must roll a Resistance Check vs. Naturals or become *Frightened*. This damage and check remains in force for the duration of the Effect. Multiple applications of this Effect WILL NOT stack.

Pain (X)

-(no other terms)

Roll a ResCheck vs Naturals -X at the beginning of each Round. Failure forfeits all Actions. Additionally, -X to all Checks that require concentration (such as spell casting and Intellect-based Skills). Lasts X/2 Rounds.

Permanent Injury (X)

-(No other terms)

Permanent Injury is a lasting effect commonly the result of a Critical Strike or Wounds taken. Roll on the chart below with d%, +X%. If caused by a Critical Strike, there is a required Weapon Power. If the Weapon Power is not met, take the next lower Permanent Injury.

Roll d%	Permanent Injury	Required Weapon Power
<0	None	-
0 - 1	Arm Injured, -1 Dexterity	1
2 - 3	Arm Injured, -2 Dexterity	1
4 - 5	Arm Injured, -1 Strength	1
6 - 7	Arm Injured, -2 Strength	1
8 - 9	Arm Injured, -1 Strength & Dexterity	1
10 - 11	Arm Injured, -2 Strength & Dexterity	1
12 - 13	Arm Injured, -2 to all Strength-based Skill Checks	1
14 - 15	Arm Injured, -4 to all Strength-based Skill Checks	1
16 - 17	Arm Injured, -6 to all Strength-based Skill Checks	1
18 - 19	Arm Injured, -8 to all Strength-based Skill Checks	2
20 - 21	Arm Injured, -2 to all Dexterity-based Skill Checks	1
22 - 23	Arm Injured, -4 to all Dexterity-based Skill Checks	1
24 - 25	Arm Injured, -6 to all Dexterity-based Skill Checks	1
26 - 27	Arm Injured, -8 to all Dexterity-based Skill Checks	2
28 - 29	Leg Injured, -1 to Agility	1
30 - 31	Leg Injured, -2 to Agility	2
32 - 33	Leg Injured, -3 to Agility	2
34 - 35	Leg Injured, -1 to Land Speed	1
36 - 37	Leg Injured, -2 to Land Speed	2
38 - 39	Leg Injured, -3 to Land Speed	2
40 - 41	Leg Injured, -1 to Agility & Land Speed	1
42 - 43	Leg Injured, -2 to Agility & Land Speed	2
44 - 45	Leg Injured, -3 to Agility & Land Speed	2
46 - 47	Leg Injured, -2 to all Agility-based Skill Checks	1
48 - 49	Leg Injured, -4 to all Agility-based Skill Checks	2
50 - 51	Leg Injured, -6 to all Agility-based Skill Checks	2
52 - 53	Leg Injured, -8 to all Agility-based Skill Checks	3
54 - 55	Leg Injured, -10 to all Agility-based Skill Checks	3
56 - 57	Torso Injured, -2 to Longevity	1
58 - 59	Torso Injured, -3 to Longevity	2
60 - 61	Torso Injured, -4 to Longevity	3
62 - 63	Torso Injured, -2 Res vs. Naturals	1
64 - 65	Torso Injured, -3 Res vs. Naturals	2
66 - 67	Torso Injured, -4 Res vs. Naturals	3
68 - 69	Torso Injured, -2 Res vs. Naturals & Agility	1
70 - 71	Torso Injured, -3 Res vs. Naturals & Agility	2
72 - 73	Torso Injured, -4 Res vs. Naturals & Agility	3
74 - 75	Head Injured, -1 Intellect & Intellect-based Skill Checks	1
76 - 77	Head Injured, -2 Intellect & Intellect-based Skill Checks	1
78 - 79	Head Injured, -3 Intellect & Intellect-based Skill Checks	1
80 - 81	Head Injured, -4 Intellect & Intellect-based Skill Checks	2
82 - 83	Head Injured, -5 Intellect & Intellect-based Skill Checks	2
84 - 85	Blinded in one Eye	1
86 - 87	Throat Injured, speaking highly impaired	1
88 - 89	Throat Injured, no speaking	1
90 - 91	Head Injury, loss of sense of smell	1
92 - 93	Head Injury, loss of sense of taste	1
94 - 95	Head Injury, loss of sense of hearing	1
96 - 97	Head Injury, loss of sense of hearing, taste and smell	1
98 - 99	Severed/Crushed (0)	-
100 - 101	Severed/Crushed (15)	-
102 - 103	Severed/Crushed (25)	-
104 - 105	Severed/Crushed (50)	-
106 - 107	Severed/Crushed (75)	-
108 - 109	Blinded in both Eyes	1
110 - 111	Coma, 1d4 Passings	1
112 - 113	Coma, 1d4 Shifts	2
114 - 115	Deep Injury, cannot use physically-based Abilities	2
116 - 117	Deep Injury, cannot use any Abilities	3
118 - 119	Deep Injury, cannot perform any Full Actions	3
120 - 121	Massive Wound, dead in d4 minutes unless Greater healed	2
122+	Massive wound, dead	3

Petrified (X)

-(Petrifies, Petrify, Petrifying)

Characters that are under the *Petrifying* effect take damage each Round until the last where they may turn to stone. The total number of Rounds this Effect lasts is equal to X. Every Round, a character must make a Resistance Check vs. Mystics or take 1 Raw Magic Damage for each passed Round. On the last Round, the character must make a Resistance Check vs. Mystics or be turned to stone. A successful Resistance Check during any of this period negates and ends the Effect. Multiple applications of this Effect WILL NOT stack.

Characters that are *Petrified* have a -3 to Land Speed and a -2 to-Hit.

Phase (X)

-(Phased, Phasing)

Character under this effect are far less susceptible to non-Area-of-Effect ranged attacks and piercing damage. Whenever they take such, they roll 1d6+X. A roll of 4 or greater avoids all damage.

Poisoned (X)

-(Poison, Poisoning)

There are many deadly poisons in the world, which can be applied in many ways. A person can be stung, or bitten, or slashed with a dipped blade, they can drink it or a spell may simply infect them.

Poisons are broken into 3 levels of deadliness: A, B and C. The kind of Poison is stated in the description of whatever caused it, e.g. "the slash inflicts Poison A (5)".

Poison A does (X) damage as one value. Targets are allowed a R.Nat.0 to reduce the damage by 1 per RO. This poison can be applied Round after Round, but each application must have its own delivery method, i.e. a slash each Round with Poison A, or drinking again from the same bottle.

Poison B is a one-time application and can only be applied again once the first has run its course. The target takes 1 unavoidable damage on the first Round, which increases by 1 more each subsequent Round for X Rounds, i.e. 1 damage on Round 1, 2 on Round 2, 3 on Round 3 and so on. The target is allowed a ResCheck of R.Nat.-X each Round to stop the effects.

Poison C kills a target. They are allowed a single R.Nat.-X when the poison is applied. If failed, they have 100 minutes, -10 minutes per Potency to live. While infected, they are also *Shocked*. Each additional application raises the Potency by 1.

Regenerating (X)

-(Regenerates, Regenerate, Regeneration, Regenerated)

Regenerating characters heal X damage per Round. Damage healed by this effect can never exceed the characters maximum Hit Points.

Fiery, Acidic and Decay Damage negates all *Regeneration* for the next 2 Rounds and cannot be healed by *Regeneration*, under normal circumstances.

Rooted (X)

-(Root, Roots, Rooting)

Rooted characters cannot move for X Rounds. This also includes any abilities that have movement as part of the description, such as charges and even effects the CAR.

Rooted characters have a -X (times 2) Dodge for the duration of the effect, to a minimum of 4 Evade.

Any characters with the *Flying* effect are immediately brought to the ground and take 2 Damage that cannot be reduced or avoided.

Severed (X)

-(Sever, Severing, Severs)

Cuts off, disintegrates or otherwise removes an appendage (depending on the damage source). If caused by a Critical Strike, there is a Weapon Power Requirement. That requirement is increased by 1 per Size Classification above the attacker. If the Weapon Power is not met, use the highest roll below with sufficient Weapon Power. Roll d%, +X%, and consult the table below. Subtract from the roll a number equal to the target's Critical Threshold against the Damage Type causing the Effect. *Sever* causes a Wound.

Roll d%	Effects	Required Weapon Power
<0	None	-
0 - 10	1d4 fingers removed from Right Hand	1
11 - 21	1d4 fingers removed from Left Hand	1
22 - 32	Thumb and 1d4 fingers removed from Right Hand, <i>Lame</i>	1
33 - 43	Thumb and 1d4 fingers removed from Left Hand, <i>Lame</i>	1
44 - 52	1d4+1 toes removed from Right Foot, -1 Land Speed per toe	1
53 - 61	1d4+1 toes removed from Left Foot, -1 Land Speed per toe	1
62 - 70	Right Hand removed at wrist, <i>Bleeding (10)</i>	2
71 - 79	Left Hand removed at wrist, <i>Bleeding (10)</i>	2
80 - 85	Right Arm removed at elbow, <i>Bleeding (15)</i>	2
86 - 89	Left Arm removed at elbow, <i>Bleeding (15)</i>	2
90 - 93	Right Foot removed at ankle, Land Speed -10 & <i>Bleeding (5)</i>	2
94 - 97	Left Foot removed at ankle, Land Speed -10 & <i>Bleeding (5)</i>	2
98 - 101	Right Arm removed at shoulder, <i>Bleeding (19)</i>	3
102 - 105	Left Arm removed at shoulder, <i>Bleeding (19)</i>	3
106 - 109	Right Leg removed at knee, immobile and <i>Bleeding (15)</i>	3
110 - 112	Left Leg removed at knee, immobile and <i>Bleeding (15)</i>	3
113 - 115	Right Leg removed at hip, immobile and <i>Bleeding (20)</i>	3
116 - 118	Left Leg removed at hip, immobile and <i>Bleeding (20)</i>	3
119 - 121	Roll twice, results must be below this	3
122 - 124	Decapitated, dead	3
125+	Cut in two, dead	3

Shocked (X)

-(Shock, Shocks, Shocking)

Shocked characters must roll a Resistance Check vs. Naturals to take any action. This includes using abilities, attacking in melee or ranged, and moving. Last X Rounds and a Resistance Check only cancels the effect for that Round.

Slowed

-(Slow, Slows, Slowing)

Slowed characters have a -50% (round down) to movement while under this Effect. Additionally, melee and ranged attacks are limited to 1 per Round no matter what spells, abilities or Effects are in play. They

also have a -12 to their Initiative Roll. If this reduction brings a character's Initiative Score below 1, they take no action that Round.

Smashed (X)

-(Smashing, Smashes, Smash)

Smashed characters do not take straightforward damage from an attack. Instead, the character makes an Agility Check (X). For every point missed, 20 Smashing Damage is taken. Characters with Bracing cause 1 damage for every 5 points they took, which is inflicted on whatever caused the *Smashing* effect, but only if it came from melee range, i.e., a giant stomping a character would take this damage, but a catapult would not.

Stand Stupid (X)

-(Stands Stupid, Standing Stupid, Stood Stupid)

A character that *Stands Stupid* simply remains in place for that Round. They cannot use any Abilities, move, or cast. They can, however, defend themselves and are under normal rules if attacked in melee. Their Block and Dodge are at a -5 vs. ranged attacks only for the duration of the Effect. Lasts X Rounds.

Stunned (X)

-(Stun, Stuns, Stunning)

Stunned characters cannot move, use any abilities, attack, or cast for X Rounds. Additionally, their Evade is reduced to 2 against ranged attacks. Melee attacks automatically hit, and any missed attacks may be re-rolled.

Terrified

-(Terrify, Terrifies, Terrifying)

Terrified characters immediately flee in the opposite direction of whatever caused the effect. Every Round they Run Away!, move this way each Round. After the first Round, they can make a Resistance Check vs. Naturals to recover. Unlike being *Frightened*, *Terrified* characters never turn and fight, cannot cast spells or use any abilities at all. They will run off a cliff if that is the only way to get away.

Statues

Statues are conditions of the character. They are different than Effects in a subtle way: They define how your character can interact with the world around them, and what level you (the Player) have control over the character. Furthermore, they describe the general health of a character.

Effects may bleed over into Statues for a period of time but are generally temporary and are meant as a mechanic for Combat. Statues are more for Role Playing, but may also affect Combat.

Statues can be assigned by the Storyteller for any reason they see fit and makes sense. If your character has been in a dungeon crawl for 20 hours, they're probably at their wit's end and ready to pass out. This also explains some of the other conditions of a character that are not an Effect, like being asleep.

This is not meant to be a complete list, but only to serve as a starting point and inspiration that what happens to the character matters and should influence how they perform in some meaningful way.

Invigorated

-(Invigorates, Invigorating, Invigorate)

When a character is *Invigorated*, they are full of life and energy. They receive a +10% to any d% roll, +1 to-Hit and ResChecks, +1 to Skill Checks and +1 Initiative Rolls.

Normal

-(Normalized, Normalizing, Normalizes)

This is the normal state for a character – no modifiers apply.

Tired

-(Tire, Tiring, Tires)

The character is weary and suffers a -10% to any d% roll, -1 to-Hit and ResChecks, -1 to Skill Checks and -1 Initiative Rolls. Additionally, any Skill that requires focus or concentration (non-physical Skills) suffer a -4 to roll. As soon as action and danger are not perceived, the character falls Asleep.

Exhausted

-(Exhausting, Exhausts, Exhaust)

The character is about out of energy and ready to collapse. They suffer a -20% to any d% roll, -2 to-Hit and ResChecks, -2 to Skill Checks and -3 Initiative Rolls. Additionally, any Skill that requires focus or concentration (non-physical Skills) suffer a -10 to roll. As soon as action and danger are not perceived, the character falls into a Deep Sleep.

Sleeping

-(Sleeps, Sleep, Asleep)

Sleeping characters are, well, asleep. Loud noises wake them, as does any damage or physical jarring effect. When a character wakes, they spend the next Round *Standing Stupid*.

Deep Sleep

-(Deeply Sleeping, Deeply Sleeps)

Deep Sleeping characters don't wake from anything but the loudest of noises, significant physical jarring, damage and water. When a character wakes, they spend the next 2 Rounds *Standing Stupid*.

Knocked Out

-(KO'd, Knock Out, Knocking Out)

KO'd characters cannot make any actions, are unconscious and nothing will wake them. When they do, they are *Tired* for the next hour, and *Stands Stupid* the Round coming back into consciousness.

Fainted

-(Faint, Faints, Fainted)

Similar to being knocked out in all respects, with one reservation. Water and physical jarring has a chance to wake the character at 10% per Round done. On the first Round, a d% roll of 90+ wakes the character. On Round 2, a roll of 80+ wakes the character and so on. These additions stack and continue as long as there is no more than 1 minute in between someone jarring the character or throwing water on them. When they do wake, they are *Tired* for the next hour, and *Stand Stupid* the Round coming back into consciousness.

Incapacitated

-(Incapacitating, Incapacitates, Incapacitation)

Incapacitated characters are conscious, but can only make Free Actions, move at a rate of 1, have their Evade halved and cannot use Parry or Block, and considered *Exhausted* as well. Any further damage will cause them to become *Knocked Out* with a failed KO Check, which cannot be modified in any way (aside from the -20% from *Exhausted*). For the next Passing after being *Incapacitated*, they are *Exhausted*, and then *Tired* for an additional 4 Passings.

Sick

-(No other terms)

Character is *Tired* and have their Hit Points set to 80% normal maximum.

Very Ill

-(No other terms)

Character is *Exhausted* and have their maximum Hit Points halved. Very Ill characters, as they recover, spend at least 2 Passings *Sick*.

Tipsy

-(No other terms)

Character is *Clumsy* and has a -1 on all ResChecks. Furthermore, any non-physical skills are at a -5 to Roll, Agility and Dexterity-based Skills at a -8 and Strength and Longevity Skills at a +5 to roll.

Drunk

-(No other terms)

Character is *Clumsy* and has a -3 on all ResChecks. Furthermore, any non-physical skills are at a -5 to Roll, Agility and Dexterity-based Skills at a -10 and Strength and Longevity Skills at a +5 to roll. Drunk Characters always fail their KO Check.

Captivated

-(Captivate, Captivating)

This describes a character who is completely succumb to some form of magical, natural force, Social Skill or like ability that seeks to make a character do something they don't necessarily want to do. While the character will not do all they are instructed, they consider it very much. If there is any way they can justify it and not break their own morals (Alignment), they will try.

As time continues, the character will continue to recall the thing or person that *Captivated* them. At first, this is intense with a possibility of an effect, and fades with time.

Despair

-(Desperation, Despairing,)

Brought on by something that completely breaks a character's psyche. This is not something annoying, or something that makes them angry. Even losing a comrade does not cause *Despair*. *Despair* comes if their true love is killed, a loved sibling or parent, all they worked for brought down in a second and so on. It can also be temporary when faced with (perceived) certain doom.

When in Desperation, a character does not suffer or has lessened Alignment shifts due to their actions and may act out of Alignment to a point. If in the moment, self-preservation is always paramount. In general, a good character is not allowed to become a serial killer, but may be permitted kill someone who took everything from them.