

**Ablaze**

You are on fire!

**Blinded**

You are unable to see properly.

**Entangled**

You are wrapped in something restricting your movement.

**Bleeding**

You are bleeding badly.

**Deafened**

You are unable to hear properly.

**Fatigued**

You are very tired and in need of a breather.

**Surprised**

You have been caught unawares.

**Broken**

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

**Poisoned**

You have been poisoned or injected with venom.

**Prone**

You have fallen to the ground.

**Stunned**

You have become disorientated or confused.

**Unconscious**

You are knocked out, asleep, or otherwise insensible.

Lose 1 Wound at the end of every Round, ignoring all modifiers. Further, suffer a penalty of -10 to any Tests to resist Festering Wounds, Minor Infection, or Blood Rot.

If you reach 0 Wounds, you gain the Unconscious Condition.

At the end of each subsequent Round, you have a 10% chance of dying per Bleeding Condition you have; so, if you had 3 Bleeding Conditions, you would die from blood loss on a roll of 01-30. If a double is scored on this roll, your wound clots a little: lose 1 Bleeding Condition.

You cannot regain consciousness until all Bleeding Conditions are removed.

A Bleeding Condition can be removed with: a successful Heal Test, with each SL removing an extra Bleeding Condition; or with any spell or prayer that heals Wounds, with one Condition removed per Wound healed.

Once all Bleeding Conditions are removed, gain one Fatigued Condition.

On your turn, 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; then you can use your Action on a Skill that allows you to hide more effectively.

You also receive a penalty of -10 to all Tests not involving running and hiding.

If you are not in combat at the end of a Round, you may attempt a Dramatic Cool Test to remove a Broken Condition, with each SL removing an extra Broken Condition.

If you spend a full Round in hiding out of line-of-sight of any enemy, you automatically remove 1 Broken Condition.

You can do nothing on your Turn and are completely unaware of your surroundings.

An attacker targeting you gains the benefit of the *I Will Not Fail* rule on page 171 without having to spend a Resilience point.

You recover from the Unconscious Condition when you are in a safe location and have time to rest (as determined by the GM).

On your turn, you may not Move, and all your actions involving movement of any kind suffer a penalty of -10 (including Grappling).

For your Action, you can remove an Entangled Condition if you win an Opposed Strength Test against the source of the entanglement, with each SL removing an extra Entangled Condition.

You can take no Action or Move and cannot defend yourself in Opposed Tests.

The first opponent trying to strike you in Melee Combat gains a bonus of +20 to hit.

At the end of the Round, you lose all Surprised Conditions.

You are incapable of taking an Action on your Turn, and can only use your Move to stagger at half your normal movement.

You also suffer a -10 penalty per Stunned Condition to all Tests, but can defend yourself with Opposed Tests.

Any opponent trying to strike you in Melee Combat gains +1 Advantage before rolling the attack.

At the end of each Round, you may attempt a Dramatic Endurance Test. If successful, remove a Stunned Condition, with each SL removing an extra Stunned Condition.

You suffer a -10 penalty to all Tests involving sight, and any opponent attacking you in close combat gains a bonus of +10 to hit you.

One Blinded Condition is removed at the end of every other Round.

At the end of every Round, you suffer 1d10 Wounds, modified by Toughness Bonus and the Armor Points on your least protected Hit Location, with a minimum of 1 Wound suffered.

Each extra Ablaze Condition you have adds +1 to the Damage suffered; so, if you have 3 Ablaze Conditions, you suffer 1d10+2 Damage at the end of the Round.

One Ablaze Condition can be removed with a successful Dramatic Athletics Test, with each SL removing an extra Ablaze Condition.

You suffer a -10 penalty to all Tests involving hearing, and any opponent attacking you in close combat from the flank or rear gains an extra bonus of +10 to hit you (this bonus does not increase with multiple Deafened Conditions).

One Deafened condition is removed at the end of every other Round and is often replaced with tinnitus.

Suffer a penalty of -10 to all Tests per Fatigued Condition you have.

You lose one Fatigued Condition per hour of good rest, preferably in a warm bed. Magic or miracles can also remove Fatigued Conditions.

Your Move can only be used to stand up or crawl at half your Movement in yards.

You suffer a -20 penalty to all Tests involving movement of any kind, and any opponent trying to strike you in Melee Combat gains +20 to hit you.

You lose all Prone Conditions when you stand up.

At the end of each Round, lose 1 Wound, ignoring all modifiers. Also, suffer a penalty of -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 equal to your Toughness Bonus or die horribly.

At the end of each Round, you may attempt an Endurance Test. If successful, remove a Poisoned Condition, with each SL removing an extra Poisoned Condition. A Heal Test provides the same results. Once all Poisoned Conditions are removed, gain 1 Fatigued Condition.