

CONDITIONS	
Dazed (or partially blind)	Suffer -4 to all actions, move at half speed.
Diving	Can hold breath for rounds equal to STA, or half that if active or under duress; when rounds run out begins to drown. Movement speed is halved underwater.
Drowning	Takes a DC 10 Fort save each round or suffers 1 point of STA damage; save increases by 1 each round after the first, damage can be increased by duress up to 1d6 a round. Drowning characters are helpless, and can do nothing until saved; if rescued lost STA is restored immediately.
Blinded	Suffer -8 to actions requiring sight, move in random direction under duress, movement speed halved.
Exhausted	Suffer -1d to all actions until rested, effect is cumulative; long rest resets exhaustion.
Stunned (or surprised)	Suffer -1d to all actions, move at half speed.
Swimming	DC 5 STR/AGI check to stay afloat in serene waters (modified by armor check penalty); DC may increase based on conditions (weather, cold, etc.).
Paralysed	Can take no actions, AC reduced by -4.

STAT MODIFIERS	
Stat Score	Modifier
0	Incapacitated
1	-5
2	-4
3	-3
4	-2
5	-2
6	-1
7	-1
8	-1
9	0
10	0
11	0
12	0
13	+1
14	+1
15	+1
16	+2
17	+2
18	+3
19+	+4

EXP THRESHOLDS	
1	10
2	50
3	110
4	190
5	290
6	410
7	550
8	710
9	890
10	1090

DAMAGE AND DEATH
<i>Unconscious:</i> Characters at 0 HP are unconscious, but not dying.
<i>Bleeding:</i> Characters at <0 HP are bleeding out; they have 1 round per level to be healed to above 0 before they die. If healed, they suffer -1 reduction to a random stat, permanently; they also gain a magnificent scar and a story for the fireside.
<i>Recovering the dead:</i> If a dead character's body can be recovered within 1 hour of death, they may make one final Luck check (aiming below Luck). If they manage this, they are alive but grievously wounded, suffering the amount of damage they had (eg. points below 0) as permanent reductions to their stats (defined at random, divided evenly), additionally they suffer the Dazed effect for 1 hour.

NON-MAGICAL HEALING
<i>Healer's Kits and Surgery:</i> Suitable occupations or tools can be used to administer to the wounded and bleeding (Judge's discretion). The same round constraints apply as with magical healing, the check DC equals (20 - current STA - current HP), successful roll returns the character to life with 1 HP.

STAT LOSS EFFECTS AT 0*	
Strength	Feeble and incapable of movement.
Agility	Crippled and incapable of movement.
Stamina	Comatose.
Personality	Morose and incomprehensible.
Intelligence	Unresponsive and catatonic.
Luck	So slapstick it's not even funny.

\*: If two stats reach 0, the character is dead without an option for recovery.

CATCHING FIRE
A DC 10 Ref save each round to extinguish or suffer 1d6 damage.

FALLING DAMAGE
1d6 per 10' fallen, every 6 rolled causes 1 point of permanent STR/AGI loss.

### ATTACK MODIFIERS

<i>Attacker is...</i>	
Blinded	Suffer -8 to melee attack rolls, no missile attacks possible; movement halved and in random direction.
Charging	Melee to-hit and damage rolls +2 this round, AC -2 until next action.
Entangled	All attack rolls -1d, movement may hindered depending on entanglement.
Dazed (or partially blind)	Suffer -4 to all attack rolls, movement speed halved.
Fighting from the back rank in melee, without a reach weapon	Melee to-hit rolls -1d.
Invisible	Melee to-hit rolls +2.
Stunned	All attack rolls -1d, movement at half speed.
Squeezing through a tight space	All attack rolls -1d.
Trying to cause subdual damage	Weapon damage reduced -1d, damage brings opponent to 0 (never below).
Unarmed	Damage reduced to 1d3+STR mod.
Using an untrained weapon	All attack rolls -1d.
<i>Defender is...</i>	
Behind cover	Attack roll suffers a -2/-4/-6 penalty depending on cover (minor/partial/full).
Blinded	Attacker gains +2 on to-hit rolls.
Entangled	Attacker gains +1d on to-hit rolls.
Helpless (sleeping, paralyzed, bound, etc.)	Attacker gains +1d on to-hit rolls, successful hits may auto-crit (Judge's discretion).
Invisible	Attacker may roll a DC 15 INT check, if successful they can make an attack at -8 to-hit; check DC may be reduced by circumstance.
Prone	Melee attack rolls at +2 to-hit, ranged attack rolls suffer a -2 penalty.

### MISSILE FIRE

Aimed	Gain +1d on to-hit rolls per round spent immobile and aiming.
Short range	No modifiers.
Medium range	Suffer -2 on to-hit rolls
Long range	Suffer -1d on to-hit rolls.
Firing into melee	Missed attacks have a 50% chance of hitting allies, use original attack roll but deduct any Luck spent on the roll.
Recovering missiles	Missiles that hit are automatically recovered after combat.

### GRAPPLING ATTACKS

Both parties make opposed attack rolls, adding the higher of STR or AGI (monsters add HD). Size adds +4/+8/+16 (double/triple/quadruple). Successful attack pins target, who cannot take any significant action until freed by winning another opposed check, continue making checks on each party's turns. Treat attacks against grappled/grappling opponents as attacks against helpless opponents, but failed attacks have a 50% chance of hitting the other party.