



Bleeding


Effect: Take 1 fatigue at the beginning of each round. If you have multiple Bleeding consequences, take a fatigue for each. This does not cause the Dying consequence unless it reduces you to a multiple of your maximum HP—for example, $-1 \times \text{max HP}$.

Removal: Lasts until you receive the Staunch Bleeding action (see page 169).

You are suffering from an ongoing source of damage. This is usually literal bleeding from open wounds, but this consequence may also be used to represent ongoing damage from other maladies or environmental conditions.



Bolstered


Effect: You may remove this consequence at any time to gain  on your next flip.

Removal: Lasts until you remove the consequence or a minute passes.

Your actions are bolstered through expertly directed tactics, improved morale, magical guidance or any other number of means.



Dazed

Effect: Imposes  on all flips.

Removal: Lasts until the Focus action is taken (see page 169).

Your mind is cloudy and you find it difficult to focus on the task at hand.



Desire

Effect: Every time you gain this consequence you must succeed at a **Det-10** flip or perform the desired action at the next opportunity. This flip suffers **⊖** for every additional Desire consequence you possess.

Removal: Lasts until the desire is indulged, until you get a good night's sleep or until a Desire consequence with a different subject is gained.

You have a strong, deep-seated urge to take a particular action. This might be indulging in alcohol, making a move on an attractive dancer or dropping the burning log that is scalding your hands.



Disabled

Effect: You gain one fewer AP each round. This is cumulative with multiple consequences. Once you have three Disabled consequences, you are paralyzed and cannot take actions until either you receive first aid or until a day passes.

Removal: Lasts until the Focus action is taken, until you receive first aid or until a day passes (see page 169).

You begin to lose control of your body. At first it begins to slow down, but gradually you become paralyzed.



Dying


Effect: You may not have more than 1 AP. At the beginning of each round you must make an **Endurance** flip with a TN equal to the number of HP you are below zero (minimum TN 5). On a failure, you gain another Dying consequence. If this gives you a third Dying consequence, you die at the end of the round.

Removal: Remove a Dying consequence each time you succeed on your **Endurance** flip with Margin 5 or better. Lasts until you die or receive the Staunch Bleeding action (see page 169).

You are teetering on the brink of life and death, and will expire unless you receive immediate healing.



Exhausted

Effect: Halve your Move score and suffer  on all physical flips. If you would gain a second Exhausted consequence, you instead gain a Dying consequence.

Removal: Lasts until you get a good night's rest, unaffected by a source of fatigue.

You are physically exhausted. This can be caused by starvation, strenuous activity, exposure to the elements or any other number of reasons.



Fear

Effect: You may not voluntarily take an action that directly affects the subject of your fear or which moves you closer to the subject of your fear.

Removal: Lasts until the Focus action is taken (see page 169).

Something is making you fearful. This reaction can run the gamut from solidly intimidated to sheer, mind-boggling terror.



Fixated

Effect: Imposes **⊖** on all actions not involving the subject of your fixation.

Removal: Lasts until the Focus action is taken or until a Fixated consequence with a different subject is gained (see page 169).

There is something on which you are fixated; you find it difficult to focus on anything else. This might include obsession with a failure, a new infatuation or personal issues lingering in the back of your mind.



Grave Wound


Effect: Varies. See the Grave Wound tables beginning on page 172. If you would gain a second Grave Wound consequence, you instead gain a Dying consequence.

Removal: Lasts until the end of the next downtime (see page 192).

You are severely injured—perhaps you are badly burned, have a broken arm or are terribly bruised all over.



Hidden

Effect: Grants  on attacks and Defense. Targets attacked when you are hidden cannot use defensive reactions.

Removal: Lasts until you take a conspicuous action, such as shouting a warning or making an attack.

You are concealed from sight, perhaps due to darkness, stealth, invisibility or similar circumstances.



Hindered




Effect: Imposes  on all Attack-, Dex- and Spd-based flips.

Removal: Lasts until an action is successfully taken to remove the source of the hindrance. The nature of this will vary with the cause.

You are physically impeded by protruding arrows, excessive encumbrance, tangling vines or other circumstances.



Prone

Effect: Your Move score is halved and you suffer  on melee attacks. Melee attacks and point-blank ranged attacks made against you benefit from , while other ranged attacks suffer .

Removal: Lasts until an action is taken to stand up or regain your balance.

Your body is not oriented in a way that gives it easy mobility. You might be sitting, lying down or off-balance.



Stun

Effect: You cannot take actions other than to end this consequence. This includes an inability to take reactions.

Removal: Lasts until the Focus action is taken (see page 169).

You are stunned due to some effect—perhaps a sudden blow to the head, the concussive blast of an explosion or sudden shock and pain.



