



Print and cut the cards below to keep track of Conditions during play:

NUMBER

DAZED

Effect :
INT is reduced by one Die size.


Recovery :
Sleep, Items, Relics, Abilities, or assistance from another Character during a non-Combat Phase.

NUMBER

SILENCE

Effect :
CHA is reduced by one Die size.


Recovery :
Sleep, Items, Relics, Abilities, or assistance from another Character during a non-Combat Phase.

NUMBER

WOUND

Effect :
DEX is reduced by one Die size.

Recovery :
Sleep, Items, Relics, Abilities, or assistance from another Character during a non-Combat Phase.


NUMBER

POISON

Effect :
STR is reduced by one Die size.

Recovery :
Sleep, Items, Relics, Abilities, or assistance from another Character during a non-Combat Phase.

TRAUMA

NUMBER

Effect :
DEX, STR, INT, CHA are reduced by one Die size.

Recovery :
Sleep, Items, Relics, Abilities, or assistance from another Character during a non-Combat Phase.

FATIGUE

Effect :
DEX, STR, INT, CHA, PWR, SPD, DEF, RNG are all reduced by two Die sizes.
Additionally, the Character cannot use their Anima and Abilities, and cannot recover AP.

Recovery :
Sleep or specific Items or Relics.