NON-LETHAL

FAILURE 1-4 **BRUISED** -6 **Effect**

The character has suffered some minor damage Each bruised condition imposes a -1 penalty on Toughness saves to resist further non-lethal damage

Recover

Fade automatically at a rate of one per minute of rest. You can spend Conviction to immediately erase all bruised, dazed, or hurt conditions after a conflict. Warriors can use their role's core ability and spend Conviction to erase them during

FAILURE 1-4 **HURT**

Effect

The character has suffered minor damage. Each injured condition imposes a –1 penalty on Toughness saves to resist further lethal damage.

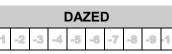
Collateral Damage

Lethal damage also inflicts non-lethal damage. Whenever your hero suffers lethal damage, check off the corresponding non-lethal damage.

Recover

Fade automatically at a rate of one per hour of rest. You can spend Conviction to immediately erase all bruised, dazed, or hurt conditions after a conflict. Warriors can use their role's core ability and spend Conviction to erase them during combat.

FAILURE 5-9



Effect

Dazed characters lose one full-round action after suffering a dazed result; they can take no actions, but retain their normal Defense. The following round, they can act normally,. Each dazed condition imposes a -1 penalty on Toughness saves to resists further non-lethal damage

Recover

Fade automatically at a rate of one per minute of rest. You can spend Conviction to immediately erase all bruised, dazed, or hurt conditions after a conflict. Warriors can use their role's core ability. and spend Conviction to erase them during

FAILURE 10-14

STAGGERED

Staggered characters lose one full-round action after suffering a staggered result. They can take no actions, lose their dodge and parry bonuses to Defense, and have a –2 penalty to Defense. In the following rounds, staggered characters can only take a standard or a move action, not both. If the character makes a standard action they immediately fall to unconscious.

Recover

Effect

Recovering from damage requires a Constitution check (Difficulty 10). A successful check erases the damage condition, while an unsuccessful check means there is no significant improvement for that time period. You can make a recovery check once per minute for staggered and unconscious.

FAILURE 15+ **UNCONSCIOUS**

Effect

Unconscious characters pass out and are helpless unable to do anything until they awaken.

Recover

Recovering from damage requires a Constitution check (Difficulty 10). A successful check erases the damage condition, while an unsuccessful check means there is no significant improvement for that time period. You can make a recovery check once per minute for staggered and unconscious.

LETHAL

FAILURE 5-9 WOUNDED

Effect

Wounded characters are shaken, suffering a -2 penalty on all checks, including attack rolls and Fortitude, Reflex, and Will saving throws, but not including Toughness saves or Constitution checks This persists until all wounded conditions are eliminated. Additionally, a wounded character is stunned for one round after being wounded. They can take no actions, lose their dodge bonus to Defense, and have a -2 penalty to Defense.

Collateral Damage

Lethal damage also inflicts non-lethal damage. Whenever your hero suffers lethal damage, check off the corresponding non-lethal damage.

Recover

Recovering from damage requires a Constitution check (Difficulty 10). A successful check erases the damage condition, while an unsuccessful check means there is no significant improvement for that time period. You can make a recovery check once per hour for wounded.

FAILURE 10-14

DISABLED

Effect

A disabled character is conscious and able to act, but is badly injured. He can take only a single attack or move action each round, and if he performs a standard action, his condition changes to dying after the completing the action. Strenuous actions include moving all out, attacking, or using any ability requiring physical exertion or mental concentration.

Collateral Damage

Lethal damage also inflicts non-lethal damage. Whenever your hero suffers lethal damage, check off the corresponding non-lethal damage.

Recover

Recovering from damage requires a Constitution check (Difficulty 10). You can make a recovery check once per day for Disabled.

You must recover from being unconscious and dying before you can recover from being disabled.

FAILURE 15+

DYING

Effect

Dying characters have to make a Constitution check (Difficulty 10) at the beginning of each round. On a failed check, the character dies. On a successful check, the character lives for another round (and must make a check the following round). If the check succeeds by 10 or more (Difficulty 20), the character's condition becomes disabled and unconscious.

Collateral Damage

Lethal damage also inflicts non-lethal damage. Whenever your hero suffers lethal damage, check off the corresponding non-lethal damage.

Recover

Once you are stable, dying becomes unconscious and disabled, which you recover from normally (one minute for unconscious, one day for disabled)

MECHA

FAILURE 1-4 HIT **Effect**

The character has suffered minor damage. Each injured condition imposes a -1 penalty on Toughness saves to resist further lethal damage.

Recover

Fade at a rate of one per hour of repair, by making a Craft (mecha or starship) check DC 20. You can spend Conviction to immediately erase al bruised, dazed, or hurt conditions after a conflict. Warriors can use their role's core ability and spend Conviction to erase them during combat.

FAILURE 5-9

DAMAGED									
-1	-2	-3	4	-5	-6	-7	-8	-9	-10

Effect

Damaged Targets are shaken, suffering a -2 penalty on all checks, including attack rolls and Fortitude, Reflex, and Will saving throws, but not including Toughness saves or Constitution checks This persists until all damaged conditions are eliminated. Additionally, a wounded pilot is stunned for one round after target being damaged They can take no actions, lose their dodge bonus to Defense, and have a -2 penalty to Defense

Recover

Recovering from damage requires a Craft (mecha or starship) check DC 20. A successful check erases the damage condition, while an unsuccessful check means there is no significant improvement for that time period. You can make a recovery check once per **hour** of repair.

FAILURE 10-14

DISABLED

Effect

A disabled target is mobile and able to act, but is badly damaged. It can take only a single attack or move action each round, and if it performs a standard action, it's condition changes to destroyed after completing the action. Strenuous actions include moving all out, attacking, or using any ability requiring physical exertion or mental

Recover

Recovering from damage requires a Craft (mecha or starship) check DC 20. You can make a recovery check once per day for Disabled. You must recover from being destroyed before you can recover from being disabled

FAILURE 15+

DESTROYED

Effect

Destroyed targets have to make a Pilot check DC 20 at the beginning of each round. On a failed check, the target blows up. On a successful check the targets lives for another round (and must make a check the following round). If the check succeeds by 10 or more (Difficulty 30), the character's condition becomes disabled.

Recover

Once you are stable, destroyed becomes disabled, which you recover from normally (one day for disabled).

Damage Overflow: If a target suffers a result that is already checked off, check off the next highest result. So, if a target is already staggered and suffers another staggered result, check off the unconscious box. If the unconscious box is checked and the character suffers more non-lethal damage, check off the first available lethal box (so go to disabled, dying, and so forth).