

NON-LETHAL

FAILURE 1-4										
BRUISED										
-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	
Effect										
<p>The character has suffered some minor damage. Each bruised condition imposes a –1 penalty on Toughness saves to resist further non-lethal damage.</p>										
Recover										
<p>Fade automatically at a rate of one per minute of rest. You can spend Conviction to immediately erase all bruised, dazed, or hurt conditions <i>after</i> a conflict. Warriors can use their role's core ability and spend Conviction to erase them during combat.</p>										

FAILURE 5-9										
DAZED										
-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	
Effect										
<p><i>Dazed</i> 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 resist further non-lethal damage.</p>										
Recover										
<p>Fade automatically at a rate of one per minute of rest. You can spend Conviction to immediately erase all bruised, dazed, or hurt conditions <i>after</i> a conflict. Warriors can use their role's core ability and spend Conviction to erase them during combat.</p>										

FAILURE 10-14										
STAGGERED										
<input type="checkbox"/>										
Effect										
<p><i>Staggered</i> 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.</p>										
Recover										
<p>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.</p>										

FAILURE 15+										
UNCONSCIOUS										
<input type="checkbox"/>										
Effect										
<p><i>Unconscious</i> characters pass out and are helpless, unable to do anything until they awaken.</p>										
Recover										
<p>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.</p>										

LETHAL

FAILURE 1-4										
HURT										
-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	
Effect										
<p>The character has suffered minor damage. Each injured condition imposes a –1 penalty on Toughness saves to resist further lethal damage.</p>										
Collateral Damage										
<p>Lethal damage also inflicts non-lethal damage. Whenever your hero suffers lethal damage, check off the corresponding non-lethal damage.</p>										
Recover										
<p>Fade automatically at a rate of one per hour of rest. You can spend Conviction to immediately erase all bruised, dazed, or hurt conditions <i>after</i> a conflict. Warriors can use their role's core ability and spend Conviction to erase them during combat.</p>										

FAILURE 5-9										
WOUNDED										
-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	
Effect										
<p><i>Wounded</i> characters are <i>shaken</i>, suffering a –2 penalty on all <i>checks</i>, including <i>attack</i> rolls and <i>Fortitude</i>, <i>Reflex</i>, and <i>Will</i> saving throws, but <i>not</i> 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.</p>										
Collateral Damage										
<p>Lethal damage also inflicts non-lethal damage. Whenever your hero suffers lethal damage, check off the corresponding non-lethal damage.</p>										
Recover										
<p>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.</p>										

FAILURE 10-14										
DISABLED										
<input type="checkbox"/>										
Effect										
<p>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.</p>										
Collateral Damage										
<p>Lethal damage also inflicts non-lethal damage. Whenever your hero suffers lethal damage, check off the corresponding non-lethal damage.</p>										
Recover										
<p>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.</p>										

FAILURE 15+										
DYING										
<input type="checkbox"/>										
Effect										
<p>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.</p>										
Collateral Damage										
<p>Lethal damage also inflicts non-lethal damage. Whenever your hero suffers lethal damage, check off the corresponding non-lethal damage.</p>										
Recover										
<p>Once you are stable, dying becomes unconscious and disabled, which you recover from normally (one minute for unconscious, one day for disabled).</p>										

MECHA

FAILURE 1-4										
HIT										
-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	
Effect										
<p>The character has suffered minor damage. Each injured condition imposes a –1 penalty on Toughness saves to resist further lethal damage.</p>										
Recover										
<p>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 all bruised, dazed, or hurt conditions <i>after</i> a conflict. Warriors can use their role's core ability and spend Conviction to erase them during combat.</p>										

FAILURE 5-9										
DAMAGED										
-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	
Effect										
<p><i>Damaged</i> Targets are shaken, suffering a –2 penalty on all <i>checks</i>, including <i>attack</i> rolls and <i>Fortitude</i>, <i>Reflex</i>, and <i>Will</i> saving throws, but <i>not</i> including Toughness saves or Constitution checks. This persists until all damaged conditions are eliminated. Additionally, a wounded <i>pilot</i> 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.</p>										
Recover										
<p>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.</p>										

FAILURE 10-14										
DISABLED										
<input type="checkbox"/>										
Effect										
<p>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 concentration.</p>										
Recover										
<p>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.</p>										

FAILURE 15+										
DESTROYED										
<input type="checkbox"/>										
Effect										
<p>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.</p>										
Recover										
<p>Once you are stable, destroyed becomes disabled, which you recover from normally (one day for disabled).</p>										

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).