



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.

 NUMBER **TRAUMA**

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.

 NUMBER **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.