

Dime  
**ADVENTURES**

***CONSEQUENCE CARDS***

## BLEEDING

**Effect:** The character loses HP equal to the severity of this consequence squared at the beginning of each round—so, 1, 4, 9, 16 HP. This damage ignores DR.

**Duration:** Bleeding lasts until the character successfully receives first aid or dies.

*The character is suffering from an ongoing source of damage. This is usually literal bleeding from open wounds, but it may also represent ongoing damage from maladies or environmental conditions.*

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# BOLSTERED

**Effect:** +1 per severity bonus to the next flip.

**Duration:** This lasts until an action is taken that benefits from the consequence or until the end of the scene.

*The character's actions are bolstered, usually through either expertly directed tactics, improved morale, paranormal guidance or any other number of factors.*

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# CONCEALMENT

**Effect:** +1 per severity to Defense against attacks targeting the concealed character.

**Duration:** Concealment lasts until an action is taken that negates the Concealment. For example, turning on a light to get around darkness or moving to get around concealing foliage.

*The character is obscured by smoke, darkness or some other effect that she can exploit to make targeting her difficult.*

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# COVER

**Effect:** +1 per severity to Defense against attacks targeting a character through Cover. If the Cover bonus would make the difference between success or failure on an attack, the object providing cover is struck instead and takes the damage.

**Duration:** This lasts until an action is taken that negates the Cover, such as moving to where the obstructing object does not provide cover or destroying the cover in an attack.

*There is some physical object the character can get behind and use as cover against incoming attacks.*



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# DAZED

**Effect:** -1 per severity to all actions. At the beginning of a round, a character may opt to take one fewer AP to ignore this penalty for the round.

**Duration:** This lasts until an End Consequence action is taken for the character to clear her head and remove this consequence.

*The character's mind is cloudy and dazed. She is spacey and easily-distracted and finds it difficult to focus on the task at hand.*

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# DESIRE

**Effect:** Every time the severity of this consequence increases, the character must succeed at a Det-12 flip or perform the desired action at the next opportunity. This action is at a +2 bonus if it is against the character's nature, such as harming an ally, or a +4 bonus if it involves almost certain harm to oneself.

**Duration:** This lasts until the desired action is indulged, a new desire is imposed or until the end of the scene.

**Subject:** This consequence always has some action the character desires to perform. A character may not have more than one Desire consequence at a time. Effects that would impose a new desire first remove the old Desire consequence. Every severity of Desire that would be imposed instead removes a severity of the old consequence.

*The character has a strong, deep-seated urge to undertake some action. This might be indulging in alcohol or other drug, making a move on an attractive dancer or dropping a hot iron that is scalding one's hands.*

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# DISABLED

**Effect:** The character gains one fewer AP per severity per round.

**Duration:** This lasts until an End Consequence action is taken for the character to clear her head and remove this consequence. If this consequence would reduce a character to receiving no AP in a round, every turn skipped in this way reduces this consequence a severity.

*The character begins to lose control of her body. At first it begins to slow down, but gradually she begins to become paralyzed.*

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# ENCUMBERED

**Effect:** -1 per severity to all Speed- and Dexterity-based actions. When critically failing one of these actions, the character may accidentally drop whatever she is holding.

**Duration:** This lasts until the character puts down enough equipment that she isn't encumbered anymore.

*The character is burdened down by carting around more gear than she can easily carry.*



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# FATIGUE

**Effect:** -1 per severity to all Strength-, Dexterity-, Speed- and Endurance-based actions.

**Duration:** This lasts until the character gets a good night's rest and some relaxation, unaffected by the source of the fatigue.

*The character has become fatigued and physically exhausted. This can be caused by stress, excessive physical activity, starvation or any number of reasons.*

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# FEAR

**Effect:** The character cannot take an action that directly affects the subject of her fear or which moves her closer to the subject of her fear. At the beginning of a round, she may opt to take one fewer AP in order to ignore this restriction for the round.

**Duration:** This lasts until an End Consequence action is taken for the character to clear her head and remove this consequence.

**Subject:** When this consequence is gained, the character always has something of which she is afraid.

*Something is making the character fearful. Her fearful reaction could run the gamut from solidly intimidated to sheer, mind-boggling terror.*

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# FIXATED

**Effect:** This causes a -1 per severity penalty to all actions not involving the subject of the fixation while the subject is in the same scene.

**Duration:** This lasts until an End Consequence action is taken for the character to clear her head and remove this consequence.

**Subject:** When this consequence is gained, the consequence always has some subject with which the character is fixated. A character may not have more than one Fixated consequence at a time. Effects that would impose a new fixation first remove the old Fixated consequence. Every severity of Fixated that would be imposed instead removes a severity of the old consequence.

*The character has something with which she is fixated, and she finds 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 her mind.*

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# PRONE

**Effect:** While Prone, all move actions cost an additional AP, excluding those taken to end the Prone consequence itself. Additionally, the effect of all Dodge, Parry and Zone of Control reactions are at a -1 per severity penalty.

**Duration:** This lasts until a move action is taken for the character to regain control of her position and posture.

*The character's body is not oriented in such a way as to give it easy mobility. She might be sitting, lying down or otherwise off-balance.*



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# STUN

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

**Duration:** This lasts until an End Consequence action is taken for the character to clear her head.

*The character is stunned due to some effect—perhaps a sudden blow to the head, the concussive blast of an explosion or sudden shock and pain.*