



Aim

You ignore up to 4 points of penalties from Called Shots, Concealment, Cover, or Range, or add +2 to their **Shooting** rolls with a ranged weapon.

+2 / +4*



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Aim

You ignore up to 4 points of penalties from Called Shots, Concealment, Cover, or Range, or add +2 to their **Shooting** rolls with a ranged weapon.

+2 / +4*



Autofire/Suppressive Fire

You suffer the listed penalty on **Shooting** rolls when using Autofire or Suppressive Fire

-2



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Bound

You may not move, and are Distracted and Vulnerable as long as you are Bound. You cannot make physical actions other than trying to break free.



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You may not move, and are Distracted and Vulnerable as long as you are Bound. You cannot make physical actions other than trying to break free.



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Burned

At the start of your turn, make a Vigor roll as a free action. On a failure, take 2d6 damage, but on a success, the status ends.



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Called Shot

You can target a specific part of creature, be it a body part, a suit mechanism, or a weak point. Penalty varies based on target.

-1/2/4/6



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Called Shot

You can target a specific part of creature, be it a body part, a suit mechanism, or a weak point. Penalty varies based on target.

-1/2/4/6



Chilled

You suffer a -1 to your pace, parry, toughness, and all trait rolls (maximum -4). At the start of your turn, make a Vigor roll as a free action. On a success, the status ends (removing all stacks).

-1/2/3/4



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-1/2/3/4



Cover, Heavy

Attackers suffer the listed penalty to Melee and Ranged attack rolls against you based on the amount of cover. (SWADE p99)

-6



Cover, Heavy

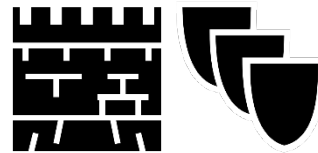
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Cover, Heavy

Attackers suffer the listed penalty to Melee and Ranged attack rolls against you based on the amount of cover. (SWADE p99)

-6



Cover, Light

Attackers suffer the listed penalty to Melee and Ranged attack rolls against you based on the amount of cover. (SWADE p99)

-2



Cover, Light

Attackers suffer the listed penalty to Melee and Ranged attack rolls against you based on the amount of cover. (SWADE p99)

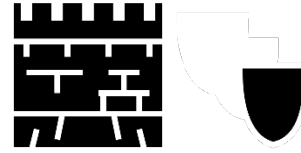
-2



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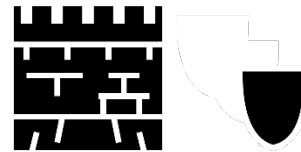
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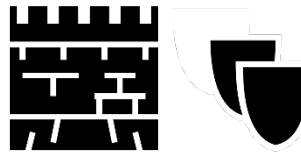
-2



Cover, Moderate

Attackers suffer the listed penalty to Melee and Ranged attack rolls against you based on the amount of cover. (SWADE p99)

-4



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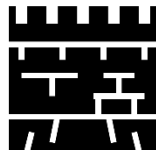
-4



Cover, Moderate

Attackers suffer the listed penalty to Melee and Ranged attack rolls against you based on the amount of cover. (SWADE p99)

-4



Cover, Near Total

Attackers suffer the listed penalty to Melee and Ranged attack rolls against you based on the amount of cover. (SWADE p99)

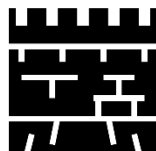
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Cover, Near Total

Attackers suffer the listed penalty to Melee and Ranged attack rolls against you based on the amount of cover. (SWADE p99)

-8



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Cover, Near Total

Attackers suffer the listed penalty to Melee and Ranged attack rolls against you based on the amount of cover. (SWADE p99)

-8



Depleted

You suffer the listed penalty to shield rolls until the end of his next turn. If you are Cybernetic, you are also Distracted as long as you are Depleted. If Synthetic, you are Vulnerable as long as you are Depleted.

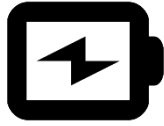
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You suffer the listed penalty to shield rolls until the end of his next turn.
If you are Cybernetic, you are also Distracted as long as you are Depleted. If Synthetic, you are Vulnerable as long as you are Depleted.

-2



Distracted

You suffers -2 to all Trait rolls until the end of your next turn.

-2



Distracted

You suffers -2 to all Trait rolls until the end of your next turn.

-2



Distracted

You suffers -2 to all Trait rolls until the end of your next turn.

-2



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-2



Entangled

You can't move and are Distracted as long as you are Entangled. You must use your action to **Break Free** (see p 100, SWADE).



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Fatigued

You suffer penalties to all trait rolls while fatigued, per your character sheet.



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Gang Up

Attackers gain the listed bonus to Fighting rolls against you, up to +4, for each creature beyond the first.

+1/2/3/4



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Attackers gain the listed bonus to Fighting rolls against you, up to +4, for each creature beyond the first.

+1/2/3/4



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+1/2/3/4



Gang Up

Attackers gain the listed bonus to Fighting rolls against you, up to +4, for each creature beyond the first.

+1/2/3/4



Hacked

Your actions are determined by the character that has hacked you. You are considered Distracted as long as you are Hacked.



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Illumination, Dark

You suffer the listed penalty to trait rolls that require sight (usually attack rolls, power rolls, notice rolls, etc)

-4



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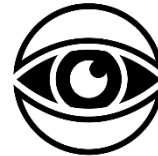
-4



Illumination, Dim

You suffer the listed penalty to trait rolls that require sight (usually attack rolls, power rolls, notice rolls, etc)

-2



Illumination, Dim

You suffer the listed penalty to trait rolls that require sight (usually attack rolls, power rolls, notice rolls, etc)

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Illumination, Dim

You suffer the listed penalty to trait rolls that require sight (usually attack rolls, power rolls, notice rolls, etc)

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Illumination, Dim

You suffer the listed penalty to trait rolls that require sight (usually attack rolls, power rolls, notice rolls, etc)

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Illumination, Pitch Darkness

You suffer the listed penalty to trait rolls that require sight (usually attack rolls, power rolls, notice rolls, etc)

-6



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Lifted

You are considered Entangled, and must use Agility (instead of Strength or Athletics) to break free. While Lifted, attackers reduce the penalties from cover by up to 4 points.



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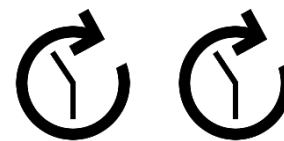
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Multi-Action, 2 Actions

You are taking 3 actions on your turn. You suffer the listed penalty to all rolls during your turn.

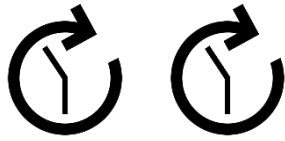
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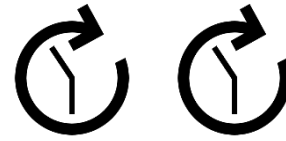
-2



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You are taking 2 actions on your turn. You suffer the listed penalty to all rolls during your turn.

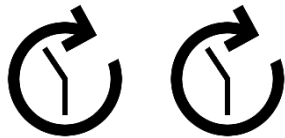
-2



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-2



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-2



Multi-Action, 2 Actions

You are taking 2 actions on your turn. You suffer the listed penalty to all rolls during your turn.

-2



Multi-Action, 3 Actions

You are taking 3 actions on your turn. You suffer the listed penalty to all rolls during your turn.

-4



Multi-Action, 3 Actions

You are taking 3 actions on your turn. You suffer the listed penalty to all rolls during your turn.

-4



Prone

Ranged attacks from farther than 15 feet suffer a -4 to hit you. AoE damage against you is reduced by 4 points. Your Parry and Fighting rolls are reduced by 2. Spend 10 feet to stand up.



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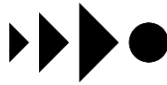
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Range, Extreme

You suffer the listed penalty to Ranged attack rolls at targets at this range.

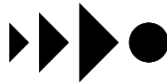
-8



Range, Extreme

You suffer the listed penalty to Ranged attack rolls at targets at this range.

-8



Range, Extreme

You suffer the listed penalty to Ranged attack rolls at targets at this range.

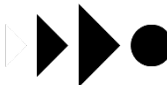
-8



Range, Extreme

You suffer the listed penalty to Ranged attack rolls at targets at this range.

-8



Range, Long

You suffer the listed penalty to Ranged attack rolls at targets at this range.

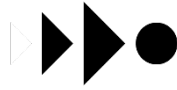
-4



Range, Long

You suffer the listed penalty to Ranged attack rolls at targets at this range.

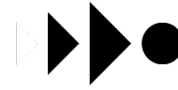
-4



Range, Long

You suffer the listed penalty to Ranged attack rolls at targets at this range.

-4



Range, Long

You suffer the listed penalty to Ranged attack rolls at targets at this range.

-4



Range, Medium

You suffer the listed penalty to Ranged attack rolls at targets at this range.

-2



Range, Medium

You suffer the listed penalty to Ranged attack rolls at targets at this range.

-2



Range, Medium

You suffer the listed penalty to Ranged attack rolls at targets at this range.

-2



Range, Medium

You suffer the listed penalty to Ranged attack rolls at targets at this range.

-2



Running

Roll Athletics, and increase your pace for the amount rolled for the turn.
You suffer the listed penalty on all actions this turn.

-2



Running

Roll Athletics, and increase your pace for the amount rolled for the turn.
You suffer the listed penalty on all actions this turn.

-2



Running

Roll Athletics, and increase your pace for the amount rolled for the turn.
You suffer the listed penalty on all actions this turn.

-2



Running

Roll Athletics, and increase your pace for the amount rolled for the turn.
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-2



Shaken

You are Shaken, and must make a Spirit roll at the start of your next turn.
On a failure, you can move at half your pace, but take no other actions.



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Shields Down

Your shields are partially used, and must be recharged. You suffer penalties to shield rolls listed on your character sheet.



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Stunned

You fall prone, are distracted, and can't take actions, or move. Attacks against you benefit from 'The Drop'. At the start of your turn, make a Vigor roll as a free action to revive. You are a Distracted and Vulnerable, but can act on a success, and recov



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The Drop

You have a decisive advantage against a foe. You gain the listed on Attack and Damage rolls against the target (Detirmined by the GM).

+4



The Drop

You have a decisive advantage against a foe. You gain the listed on Attack and Damage rolls against the target (Detirmined by the GM).

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Vulnerable

Actions and attacks against you are made at +2 until the end of his next turn. This doesn't stack with The Drop (page 100)—use only the highest.



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Warped

At the start of your turn, make a Vigor roll as a free action. On a failure, they take 2d8 damage, but on a success, the status ends. A character can attempt shield roll against this damage



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Wild Attack

You gain the listed bonus to Fighting rolls and melee damage rolls, but are Vulnerable until the start of your next turn.

+2



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You gain the listed bonus to Fighting rolls and melee damage rolls, but are Vulnerable until the start of your next turn.

+2



Wounded

You have one or more wounds, and suffer the penalty listed on your character sheet to your Pace, and all physical trait tests (Agility, Strength, and Vigor rolls, along with any linked skill).



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