

TRINITY CONTINUUM

# CONDITIONED RESPONSES



STORYPATH  
NEXUS

# BOOK



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**REQUIRES THE USE OF THE  
TRINITY CONTINUUM CORE RULEBOOK**

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# INTRODUCTION

# INTRODUCTION

Conditioned Responses is a collection of Conditions for use with Trinity Continuum. The additional material in this supplement is presented to allow both Players and Storyguides ways to represent some of the nearly infinite possible situations a character can find themselves in.

The Conditions in this supplement fall into one of four categories – Social, Mental, Physical and Injury Conditions. This delineation is based upon the way a Condition manifests, but not the impact it has on a character. Many Physical Conditions have impacts in both Social and Mental Arena actions.

In addition to the effect, description and Resolution of each condition, a list of possible sources will be included with certain Conditions. This list is not exhaustive, but is a guide to integrate these conditions in to your game.

## SOCIAL CONDITIONS

Social Conditions cover the nebulous, hard to define impacts of reputation and impressions. These Conditions, when positive, are often either more specific, shorter lived, or less impactful than Social Edges. The following Conditions from Trinity Continuum Core would be considered Social

Conditions: Path Suspension, Path Revoked (Persistent).

## MENTAL CONDITIONS

Conditions which reflect a character's state of mind, or their emotional and psychological wellbeing fall under the descriptor of Mental Conditions. Mental Conditions can represent strong emotional responses, reactions to outside interactions and long term psychiatric issues.

## PHYSICAL CONDITIONS

Those Conditions which affect the body, such as beneficial or detrimental health situations, are Physical Conditions. Many Conditions presented in Trinity Continuum: Core count as Physical Conditions. These are Grappled, Taken Out, Stunned, Paralyzed, and Unconscious.

## INJURY CONDITIONS

Whenever a character finds themselves suffering from the dangers of the world, they risk the chance of Injury. Combat is the most frequent source of Injury Conditions, but other forms of harm are present in the Trinity Continuum. Sixteen new Injury Conditions are included, covering Bruised, Injured and Maimed.

## STEPPED CONDITIONS

Certain Conditions have various degrees of severity. These are noted as being Mild, Moderate, or Severe. Conditions of the same name but varying steps are mutually exclusive. A character cannot possess the Dehydrated (Mild) as well as Dehydrated (Severe). Only the most significant penalty will apply. When a Stepped Condition increases in severity, this is not considered a Resolution and no consolidation is given.



CHAPTER ONE

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# SOCIAL CONDITIONS

# SOCIAL CONTITIONS

## CLEANED UP WELL

You aren't so bad looking after all. A shower, some fresh clothes and you are downright presentable. For the following scene, you receive the benefit of an improved level of Attitude with everyone else in the scene.

**Resolution:** This Condition will end naturally at the end of the scene, and not grant any momentum for doing so. It can be resolved sooner if something happens to dirty your character, damage their clothes or otherwise diminish their appearance.

## FAUX PAS

Something you said or did has caused a scene, and people have taken notice. Such a mistake will make further interactions difficult, though not impossible. You suffer a +2 Difficulty on all Intrigue rolls for the remainder of the scene.

**Sources:** Good roleplaying, poor dice rolls.

**Resolution:** This Condition will fade at the end of the scene. It can also be Resolved through the application of an appropriate action taken by another character to cover for your uncouth behavior, at the Storyguide's discretion.

## GOOD IMPRESSION

Perhaps you were set up on a date by a mutual friend, or you just happened to say the right thing at the right time.

But whatever it is, for the moment the people nearby have taken a liking to you. For the remainder of the scene, you shift Attitudes towards your character one step positive.

**Resolution:** This Condition will end naturally at the end of the scene, and not grant any Consolidation for doing so.

## NOODLE INCIDENT (PERSISTENT)

Base Something in your character's past, some incident, seems to always precede them. This incident may or may not have happened, and it is not always considered a negative act, but it is always the first thing one thinks of when they think of your character. You suffer +2 Complications in any situation where you need to convince someone that you did not do the alleged incident - failure to buy off this Complication means that they will continue to harbor these suspicions and will act as if the stories were true, which could result in them contacting authorities or taking steps to protect themselves as they see fit. Also, other characters receive +2 Enhancements to be aware of you through knowledge of the incident

**Resolution:** A concerted, intense effort to spread alternate theories, or efforts to quash the story are both ways to possibly make others stop talking of the incident. One could also do something at least as dramatic, which would replace this Condition with another suitable one.



## ODD ONE OUT

To be polite, your character sticks out in their current environment. Perhaps they are cybernetically enhanced among the Amish, modern soldiers in feudal Japan, or just have the wrong clothing in the wrong neighborhood. Either way, they are exceedingly easy to locate and it is obvious that they do not belong. They suffer a +2 Complication on all rolls to blend in, hide, or interact with locals. Should this Complication not be bought off, someone will take notice of the character, and trouble will soon catch up with them.

**Sources:** Time travel, anachronistic technology, space travel, dimensional shifts.

**Resolution:** With effort, characters can engage in better disguises, adopt local clothing, or depending on the character perhaps even shapeshift themselves into appearing as they belong. This Condition will also fade naturally when removed from whatever environment it was necessary for.

## STELLAR REPUTATION (PERSISTENT)

Everyone knows you. If not directly, they know of you by reputation. Fortunately, your reputation is beyond reproach. The word of your deeds is wholly positive, and even those who may detest you, they at least respect you. When engaging in Intrigue actions, you are never considered to have a negative attitude with anyone. You may not gain a positive impression, but even the most uncouth of foes will treat you fairly.

**Resolution:** This Condition is resolved if your character acts in a way that is obviously contrary to their reputation - the Storyguide has the final say in what constitutes ill behavior. Further, other parties can conspire to ruin your reputation over time.

## PATH EXEMPLAR (PERSISTENT)

Whatever Path you are walking, you walk it the best. Your character is the epitome of their Origin, Role, or Society. When one thinks of that Path, the person they picture will strongly resemble your character. You may be the archetypal Detective, never letting a case rest until solved, or the sort of agent all members of 9 aspire to be.

Whatever Path this Condition is linked to, your character gains 2 Enhancements to any social rolls made to influence other members of the path, as well as with anyone who would respect - or fear - your path.

**Resolution:** This Condition is resolved if your character acts in a way that is obviously contrary to the ideals of their Path - the Storyguide has the final say in what constitutes unfitting behavior.

## PAROLE (PERSISTENT) (MILD/MODERATE/SEVERE)

You have done prison time, and that debt to society still has interest. Though no longer incarcerated, you are required to follow a number of additional stipulations while you remain in society.

Being on Parole inflicts a number of minor penalties on a character. Mild Parole imposes one level negative shift in Attitude with anyone who is inclined to think less of them, and +1

Complication on all Social Arena rolls not using the Larceny Skill. Failure to buy off this Complication increases the Condition to Moderate. Moderate Parole maintains the one level negative shift in Attitude, and increases the Complication from Mild Parole to +2. Failure to buy off this Complication increases the Parole Condition to Severe. Severe Parole imposes a two level negative shift in Attitude with all Storyguide characters, and a +3 Complication on all Social Arena rolls not using the Larceny Skill. If this Complication is not bought off, the Parole Condition is replaced with the Wanted Condition (See Below).

**Resolution:** At the end of any session in which a character's Parole did not increase in severity, it will reduce in one level to a minimum of Mild. Removing Mild Parole requires a character to keep their Parole at Mild for (7-Larceny) consecutive sessions, or some story development grants the character reprieve (a Pardon, exoneration, or atomic war are all possibilities). Should a character ever obtain the Anonymity Enhanced Edge, they immediately resolve the Parole Condition. Replacing Severe Parole with Wanted also resolves the Condition.

#### **VILLAINOUS (PERSISTENT)**

You may be the hero of your own story, but the world at large disagrees. Your character has a thorough, though perhaps not deserved, reputation as a

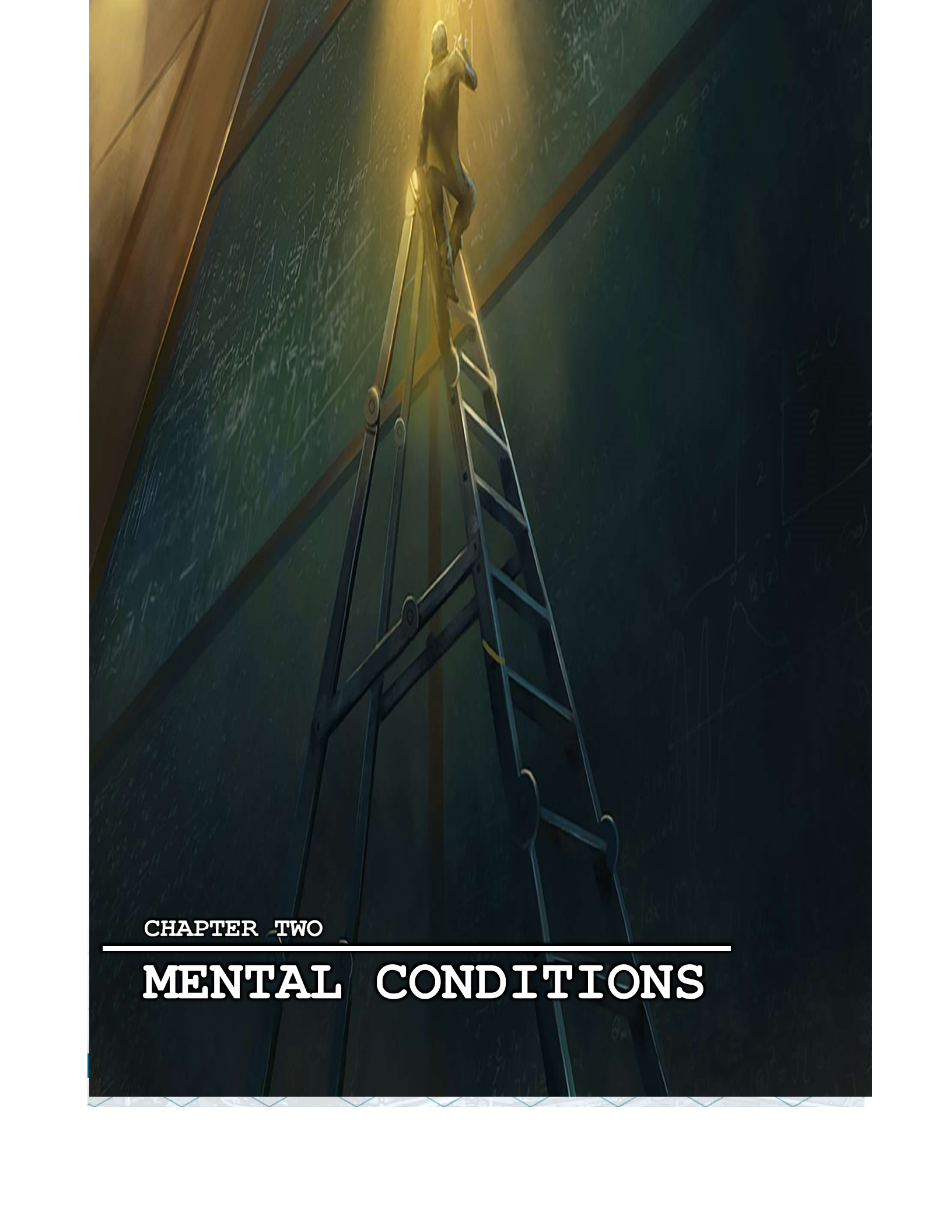
Bad Guy. People are less likely to trust, but more likely to fear you, and this reputation is always in the back of their minds when they deal with you. While you gain +2 Enhancements to Command rolls where your cruel nature can apply, you receive +2 Difficulty on any other relevant rolls.

**Resolution:** To resolve this Condition would require a heroic act which is at least as notable as whatever caused your reputation as a villain.

#### **WANTED (PERSISTENT)**

Someone wants your character. Perhaps you are a Parole Violator (see above), or someone placed a bounty on your head. You may have angered a local despot who has black ops teams out to assassinate you. Either way, you need to avoid notice. This Condition adds a +3 Complication to any Physical or Social Arena rolls made in the presence of Storyguide Characters. Failure to buy off this Complication places the character in the path of those pursuing them by the end of the session.

**Resolution:** This Condition ends after any of the following criteria are met - the character is captured by their pursuers, the character obtains the Anonymous Edge, or some story development grants the character reprieve, perhaps buying off their hunters, or fleeing to another county, planet, or dimension - though depending on the circumstances of the story, this may not be enough.

A low-angle, upward-looking shot of a person climbing a tall, dark metal ladder. The person is silhouetted against a bright, golden light source at the top of the ladder. The background is a dark green chalkboard filled with faint, illegible white chalk markings. The overall mood is one of aspiration and intellectual pursuit.

CHAPTER TWO

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# MENTAL CONDITIONS

# MENTAL CONTITIONS

## MENTAL ILLNESS AND ROLEPLAYING GAMES

Several of the Conditions presented in this section, particularly Socially Awkward, Despondent, and Addiction can be used to mirror real world mental illnesses. While this is a valid way to model characters who have mental health issues, one should take care to be respectful. Real life mental health is not so simple as a trait on a character sheet, and is nuanced and complex. It is recommended that you avoid defining any specific real diagnoses, unless your group is comfortable with such.

### ADDICTION (PERSISTENT) (MILD/MODERATE/SEVERE)

It could be a chemical dependency or a psychological addiction, but your character has a Need that goes above and beyond what is normally required. This Condition assumes that you are able to indulge in your chosen Addiction frequently enough that you are not suffering from any sort of Withdrawal (see below). Instead it is meant to model the frequent psychological drain one experiences when their lives are partly under the sway of an addiction. Mild addiction adds +1 Difficulty to Mental Arena Actions. Moderate Addiction adds +2 Difficulty to Mental Arena Actions, and Severe Addiction adds +2 Difficulty to all actions.

**Resolution:** Resolving an Addiction should not be a simple task. Players and Storyguides should take care to treat the difficulty of addiction and the grips it can take on a person. Resolving an Addiction Condition will replace it with a lower level of the Condition. Mild Addiction can only be fully resolved through dedicated effort, or some exceptional type of

intervention - Super Science, super powers, or some sort of other intervention. Resolving a level of Addiction other than Mild will require significant effort, as well as medical treatment and social support.

### AT PEACE

Your character is calm, relaxed and accepting of the fate of things. They will take lumps with aplomb, refusing to let the world wear them down. For the duration of the scene, gain +2 Enhancements to Resistance Approach rolls.

**Sources:** Meditation, exposure to cosmic truth.

**Resolution:** This Condition will fade naturally without resolution at the end of the scene. It can be resolved if someone or something takes a concentrated effort to disrupt your chill.

### DESPONDENT

A deep and profound sadness grips you. It may be something you experience often, or the result of a real and very personal loss. Regardless of the origin, the overwhelming sense of sorrow

grants +1 Difficulty on all rolls for the remainder of the scene.

**Resolution:** This Condition will fade naturally without resolution at the end of the scene. It could be Resolved through the application of a Social action to temporarily distract you from the pain, or perhaps the application of chemical or psychic intervention.

### ENLIGHTENED

Through meditation, exposure to some sort of cosmic phenomena or maybe just a good dream, your character is currently open to the deeper secrets of the universe. Gain +2 Enhancement to any rolls made in the Mental Arena for the rest of the scene.

**Resolution:** This Condition will fade naturally at the end of the scene. It could be resolved sooner if something disrupts your (real or perceived) connection to the world.

### FRIGHTENED

Fear grips your character. You aren't ready to give up the game and run for the hills just yet, but the catch in one's throat and the possibly quite healthy fear of death is a distraction nonetheless. You suffer +2 Difficulty on Attack actions and Resistance Approach based rolls.

**Resolution:** This Condition will fade naturally without resolution at the end of the scene. It could be Resolved through the application of a Social action to inspire you to bravery, or perhaps the application of chemical or psychic intervention.

### SOCIALLY AWKWARD (PERSISTENT)

It could be a significant phobia, or social anxiety. It may be that you are shy, or possibly even just very strange. Regardless of how much you like or dislike other people, something about you is vaguely off-putting to them. You receive +2 Complications on all Social Rolls with Storyguide Characters that you do not share a Bond with.

**Resolution:** This Condition could be resolved through psychotherapy, telepathy, or perhaps a dedicated effort to learn social mores.

### UNDER PRESSURE

Don't worry, but everything is riding on the outcome of this event. From a professional athlete in the championship to a hacker trying to break into a security system and save their friends from a toxic gas, sometimes the pressure can mount to a degree that you need to just buckle down and get it done. While you have the weight of the world (usually metaphorically) on your shoulders, you receive +2 Complications to actions using the Finesse Approach. Failure to buy off this Complication will result in a failure that propels the plot forward - the bomb time is reset but not deactivated, the pass goes out of bounds and stops the clock.

**Resolution:** This Condition will fade naturally without resolution at the end of the scene. It can also be Resolved through overcoming whatever situation was causing the pressure - making the game winning pass, or turning off the security system.

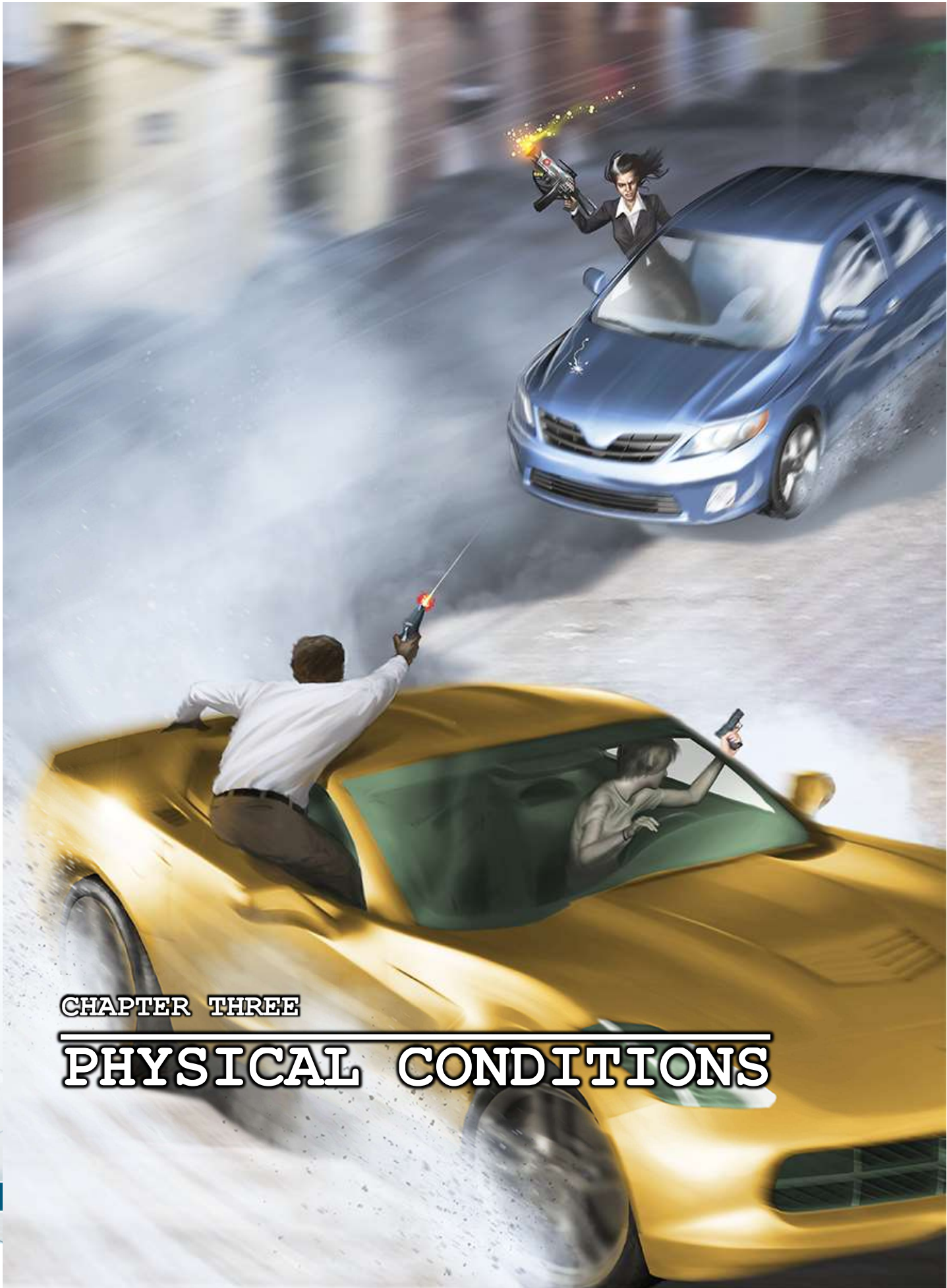
### WELL INFORMED

Through diligent research, the collection of Clues (**Trinity Continuum: Core page 81**) you have a plethora of useful information pertinent to a small area, such as a specific person, organization, location or field of study. Your

character can draw upon this knowledge to gain +2 Enhancements to a roll where this information could be relevant.

**Resolution:** This Condition is resolved when the bonus is utilized.





CHAPTER THREE

**PHYSICAL CONDITIONS**

# PHYSICAL CONTITIONS

## CHRONIC ILLNESS (PERSISTENT)

You suffer from some long term and ongoing illness which has a permanent presence in your life. While it may not always be an active impediment, the Condition can cause you impairment in numerous ways. Some Conditions may flare at random times, or in response to stimuli like weather or other phenomena. Some may only impede you in certain specific tasks. Regardless, when the illness would impact you negatively, you receive +2 Complications to rolls appropriate to the nature of the illness. Note this is not limited to Physical Arena rolls, as there is often social stigma around less visible illnesses, and the mental drain of having to deal with one means this Condition can apply to any roll. Failure to buy off this Complication can result in embarrassment, injury, or any situationally appropriate adverse effect the Storyguide deems appropriate.

**Resolution:** Whether or not this Condition can be removed is a decision which should be reached between the Player and the Storyguide. A chronic medical Condition is a major part of a character's life, but it does not singularly define them. Depending on the specifics of the setting, a chronic illness may be treatable with extensive medical care, Super Science, or the application of superhuman powers. If a player chose to play a character with an illness, perhaps as a method of

dealing with the difficulties of a real life Condition, it would not be appropriate for the Storyguide to remove this Condition without consulting with the player.

## DEHYDRATED (MILD/MODERATE/SEVERE)

As opposed to food, which can be forgone for weeks, water is a much more pressing need. A character can dehydrate in a day, or in hours under extreme circumstances of environment or exertion. When unable to rehydrate, you suffer from increasing impairment. Mild Dehydration results in a +1 Difficulty to Physical and Mental Arena Actions. Moderate Dehydration levees a +2 Difficulty to all actions, and severe Dehydration increases the Difficulty of all actions by 4.

**Resolution:** Anything beyond Mild cases of dehydration, less than a day or so, will require medical intervention. For a normal human, death will resolve the Condition in 4 to 7 days.

## ENERGIZED

Even in the best of times, a character can be exceedingly refreshed. Maybe you had a hot bath, long sleep and a hearty breakfast. Or maybe you are suffused with an excess of Quantum or Noetic Energy. Maybe an experimental super drug. Either way, you receive +1 Enhancement to any rolls made in the Mental or Physical Arenas.

**Resolution:** This Condition fades naturally after 24 hours. It can be



resolved sooner if the source of the excess energy is removed or counteracted - poison, super science devices, bad clams, or other sources.

### **HUNGOVER**

While technically a form of dehydration, Hangovers are often featured in fiction as something heroes have to deal with and overcome. This is of course a genre feature, and not always applicable. Regardless, as it is cinematically different from dehydration, it receives its own Condition. Storyguides who want more realism can replace this with Dehydrated (Mild). The Hangover Condition imposes +1 Difficulty to Mental Arena actions.

**Resolution:** After 24 hours, the Condition fades. It can be resolved early though medication, hydration, and, depending on the tone of your game, folk remedies like raw eggs or the hair of the dog.

### **OLD WOUNDS (PERSISTENT)**

At some point, you received a serious injury, and you have never been the same since. This Condition is linked to an Injured or Maimed Condition you have received. Until the Condition can be resolved, you will suffer one half of the penalty from the Injury Condition. At Storyguide discretion, it may be possible to obtain temporary relief without Resolution.

**Resolution:** To Resolve this Condition requires extensive medical care dedicated to nothing but correcting the injury. This care cannot be applied while you are currently suffering any active Injury Conditions.

### **SLEEP DEPRIVED**

Without adequate rest, a person can begin to mentally fray. If you burn the candle at both ends for too long, you will run out of wick. If your character is chronically short of sleep, or spends an extended period without such, they will suffer a +2 Complication to Mental Arena actions. What counts as sleep deprived is best decided by the Storyguide - a regular human will begin to show signs hours, days, or maybe weeks before a Superpowered Nova, for instance.

**Resolution:** This Condition can be resolved by gaining adequate rest, as determined by the Storyguide. It is also possible that more esoteric solutions could exist.

### **STARVING (MILD/MODERATE/SEVERE)**

Without enough fuel, the body cannot act at full strength. To obtain the Starving Condition, you must either have been without food for several days, or on such a low caloric intake that you are unable to meet your basic needs for an even longer period. Many factors could influence how long it takes someone to begin to starve - a properly hydrated person can live for a month or more, but this Condition will apply much sooner. While starving, you suffer an increasing level of impairment to Physical Arena actions. Mild starvation imposes +1 Complication, Moderate starvation a +2 Complication, and Severe starvation a +2 Difficulty to all Physical Arena actions.

**Resolution:** Mild starvation can be resolved with a return to proper nutrition. The longer a character has this Condition, the more likely they

will require medical intervention to fully recover.

### WELL FED

Most times, access to food is not a pressing consideration for characters. But there are times when they may have reduced access to adequate nutrition. In these lean times, a good meal can make all the difference. When a Storyguide decides this Condition applies, gain +2 Enhancements for Physical Arena actions.

**Resolution:** This Condition fades naturally after 24 hours. It could be resolved sooner if a character was forced into strenuous physical activity or stimulated to an unusual degree.

### WELL RESTED

Sometimes, a good night's sleep can do wonders. You were able to get some quality rack time in a situation or location where that is a rare luxury - a war zone, an apocalyptic wasteland, a gaming convention or other stressful environment. Storyguides should feel free to not grant this Condition in circumstances where characters would be expected to regularly be refreshed and rested. For the remainder of the day, you gain +2 Enhancements for Mental Arena actions.

**Resolution:** This Condition fades naturally after 24 hours. It could be

resolved sooner if a character was forced into strenuous physical activity or stimulated to an unusual degree.

### WITHDRAWAL (PERSISTENT)

A companion to Addiction (see above), this Condition replaces the former when your character is unable to indulge in their addiction. Until able to resolve the Condition, you suffer a +2 Complication to all actions.

**Resolution:** There are two ways to resolve this Condition. The first, and often easiest, is to indulge in one's addiction once again. The other is to receive appropriate treatment for the addiction - medical and psychiatric care, Super Science, or superpowered solutions.

### WRACKED WITH PAIN

Something is currently causing your character immense physical pain. This may be the result of injury, trauma, or something more unusual - torture, exposure to unusual energies, or strange weapons. Regardless of the source of the pain, you will suffer a +2 Difficulty for all actions while experiencing it.

**Resolution:** Resolving this Condition will result in finding a way to end or alleviate the pain. Depending on the source, this could be anything from escaping a torturous trap to injecting a painkiller or other medical aid.



CHAPTER FOUR

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# INJURY CONDITIONS

# INJURY CONDITIONS

## FLESH WOUND +1

You've been struck in the meaty part of a limb, it probably looks worse than it is. This is often caused by grazing gunshots or mostly dodged blades.

**Sources:** Ballistic, Edged

**Penalty:** Increased Difficulty to Close Combat Actions.

**Resolution:** The character needs to rest for two days to remove the Condition.

## HEAT STROKE +1

It got hot in here! While you aren't directly burned, a quick and powerful exposure to heat managed to get you a bit weakened. But you likely dodged the flame.

**Sources:** Incendiary

**Penalty:** Increased Difficulty for Athletics Actions.

**Resolution:** The character needs to rest for two days to remove the Condition.

## RICOCLET +1

It may have been an explosion raining down shards of glass, or maybe a bullet took a bounce from a nearby wall, cutting you and impeding movement.

**Sources:** Area, Ballistic

**Penalty:** Increases Difficulty of all actions anytime the character moves.

**Resolution:** The character needs to rest for two days to remove the Condition.

## WINDED +1

A strong strike to the torso - or your torso striking a hard surface, has

caused the air to be forced from your lungs, leaving you gasping for breath.

**Sources:** Impact

**Penalty:** Increase Difficulty of all Extended Actions.

**Resolution:** The character needs to rest for two days to remove the Condition.

## GUT SHOT +2

Being shot in the abdomen is second only to the head in bad ideas. Taking one to the gut, in addition to the extreme pain from having a bullet moving around whenever you do, is also a near guaranteed pass to an infection from one's own intestines or stomach.

**Sources:** Ballistic

**Penalty:** Increased Difficulty of all Physical Actions

**Resolution:** It takes one week of rest to resolve the Injured Condition with proper medical attention.

## HEAVY BLEEDING +2

A deep wound, causing the body to lose blood faster than it can reliably clot. In addition to the tissue damage, the rapid blood loss makes it harder to move and fight.

**Sources:** Ballistic, Edged

**Penalty:** Increase Difficulty for Athletics and Close Combat actions.

**Resolution:** It takes one week of rest to resolve the Injured Condition with proper medical attention.

## PUNCTURED LUNG +2

Something has pierced your lung. It may have been someone's blade or a bullet, or maybe something smashed

your own rib through it. You'll have a hard time breathing as you risk drowning in your own blood, assuming the lung doesn't just fully deflate.

**Sources:** Ballistic, Edged, Impact

**Penalty:** Increased Difficulty of all Resilience Approach actions.

**Resolution:** It takes one week of rest to resolve the Injured Condition with proper medical attention.

### SCALDED +2

Maybe you managed to avoid being set on fire, but you still took too much heat. Blistering skin and singed hair cause pain over a large portion of the body.

**Sources:** Incendiary

**Penalty:** Increase Difficulty of all Physical actions.

**Resolution:** It takes one week of rest to resolve the Injured Condition with proper medical attention.

### SHRAPNEL +2

Hot, sharp shards of material penetrating the body are no good for one. When too close to an explosion, you are bound to catch searing fragments, which will cause pain and slow you down.

**Sources:** Area, Explosive

**Penalty:** Increased Difficulty to any actions involving Movement.

**Resolution:** It takes one week of rest to resolve the Injured Condition with proper medical attention.

### TINNITUS +2

Sometimes you can be hurt without being hit. Gunshots in close range, explosions, and even specialized

sonic weapons can cause painful, distracting ringing in the ears - signs of serious internal damage.

**Sources:** Area, Ballistic, Explosive, Sonic

**Penalty:** Increased Difficulty for Mental and Social Actions

**Resolution:** It takes one week of rest to resolve the Injured Condition with proper medical attention.

### TORN LIGAMENT +2

With a lucky shot or a deep slash, someone has cut one of your major ligaments. Balance and motion will be thrown off as you lose significant range of motion.

**Sources:** Ballistic, Edged

**Penalty:** Increased Difficulty to Aim and Close Combat actions.

**Resolution:** It takes one week of rest to resolve the Injured Condition with proper medical attention.

### BROKEN SPINE +4

Severe trauma, or precisely applied force, has snapped one or more vertebrae in your spine. Even if the spinal cord itself remains intact, movement is exceedingly difficult, as any quick movements could lead to further injury.

**Sources:** Ballistic, Edged, Impact

**Penalty:** Character cannot apply Defense to attacks.

**Resolution:** Medical attention and three weeks of rest.

### CEREBRAL HEMORRHAGE +4

The good news is, you aren't externally bleeding. The bad news is that you are bleeding inside your

skull. This puts pressure on the brain, and you'll need that to function.

**Sources:** Ballistic, Edged, Impact

**Penalty:** Increased Difficulty of all Physical and Mental Rolls.

**Resolution:** Medical attention and three weeks of rest.

#### **MISSING ARM +4**

You've lost at least half of a limb, either hacked or blown clean off. The sudden and drastic change in balance, as well as the loss of a hand, is a major impairment in any conflict. This Injury is most appropriate from attacks with the Deadly or Aggravated tag.

**Sources:** Ballistic, Edged, Explosive

**Penalty:** Increased Difficulty of Aim and Close Combat Rolls.

**Resolution:** Medical attention and three weeks of rest.

#### **MISSING LEG +4**

One of your legs has been severed from at least the knee, making movement a difficult task, if not impossible. This Injury is most appropriate from attacks with the Deadly or Aggravated tag.

**Sources:** Ballistic, Edged, Explosive

**Penalty:** Increased Difficulty of all Athletics and Close Combat rolls.

**Resolution:** Medical attention and three weeks of rest.

#### **SEVERE BURNS +4**

If exposed to direct, high intensity fire or heat, massive tissue damage can occur over large portions of the body. Skin and muscle can melt and slough off, and the injuries are likely to leave permanent scars.

**Sources:** Incendiary

**Penalty:** Increased Difficulty of all Physical and Social Actions.

**Resolution:** Medical attention and three weeks of rest.

Therefore, just as water retains  
no constant shape, so in  
warfare there are no constant  
conditions  
—Sun Tzu, The Art of War

Characters in the Trinity Continuum are not lifeless, static lists of traits on a character sheet. They are dynamic, exciting entities with strengths and weaknesses who can change from scene to scene.

**CONDITIONED RESPONSES** includes:

- New Character Conditions, including Physical, Mental, and Social
- Over a dozen new Injury Conditions, for when things get dangerous.
- Recommended sources for the conditions included

Requires the  
Trinity Continuum Core Rulebook to play

