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Status	Mild	Moderate	Severe	Extreme	Shake Off
<b>Alertness (INT)</b>	Dazed	Disoriented <i>Stumble 5' in random direction.</i>	Addled <i>Only one action per round.</i>	<b>Stunned*</b> <i>No actions.</i>	WIL
<b>Anger (CHA)</b>	Vexed	Irate <i>No non-attack actions.</i>	Angry <i>Attack nearest enemy.</i>	Enraged <i>Attack nearest enemy, or allies if none available.</i>	WIL
<b>Autonomy (WIL)</b>	Agreeable	Suggestible <i>Obey short suggestion with CHA attack.</i>	Dominated <i>Obey commands which don't conflict with nature.</i>	Controlled <i>Obey all commands.</i>	WIL
<b>Bleeding [END]</b>	Bloodied	Wounded <i>Take 1 damage every time a second action is taken.</i>	Bleeding <i>Take 1 damage at the start of each turn.</i>	Hemorrhage <i>Take 1d6 damage at the start of each turn.</i>	END
<b>Charm (WIL)</b>	Beguiled	Charmed <i>Cannot attack source of charm.</i>	Enchanted <i>Will not permit harm to source of charm.</i>	Besotted <i>Completely loyal to source of charm.</i>	WIL
<b>Cheer/Mania (-)</b>	Cheerful	Jolly <i>Cannot attack those who have not attacked.</i>	Merry <i>Cannot initiate hostile actions.</i>	Joyous <i>Gales of laughter; no actions.</i>	WIL
<b>Cognizance (LOG)</b>	Muddled	Bewildered <i>Drop all held items.</i>	Confused <i>Cannot distinguish ally from foe.</i>	Insane <i>Randomly determine actions each round.</i>	WIL
<b>Courage (-)</b>	Confident	Brave	Valiant <i>+2d6 to attacks when not in cover.</i>	Heroic <i>Immune to fear-based effects.</i>	WIL
<b>Drowsiness (END)</b>	Drowsy	<b>Snoozing</b> <i>Wake with loud noise or physical contact.</i>	<b>Sleeping</b> <i>Wake with damage only.</i>	<b>Comatose</b> <i>Will not awaken.</i>	END
<b>Fear (WIL)</b>	Apprehensive	Nervous <i>Cannot approach source of fear.</i>	Afraid <i>Must spend an action each turn moving away from source.</i>	<b>Terrified</b> <i>Drop everything and flee at full speed.</i>	WIL
<b>Fire (AGI)</b>	Singed	Charred <i>1 heat damage per round if wearing metal armor.</i>	Smouldering <i>1 heat damage per round. Hair, clothes ruined. 1d6 if wearing metal armor.</i>	Burning <i>1d6 heat damage per round; 2d6 if wearing metal armor.</i>	AGI
<b>Hearing (INT)</b>	Dulled	Hard of Hearing <i>Cannot hear speech more than 30' away.</i>	Half-deaf <i>Cannot hear speech more than 10' away.</i>	Deafened <i>Cannot hear.</i>	END
<b>Intoxication (AGI, LOG)</b>	Tipsy	Lubricated <i>Fall prone if double move.</i>	Drunk <i>Half SPEED.</i>	Inebriated <i>Randomly determine actions each round.</i>	END
<b>Memory (LOG)</b>	Distracted	Absent minded <i>Signature spells take 2 actions.</i>	Forgetful <i>Cannot cast spells.</i>	Amnesic <i>Cannot access skills or spells.</i>	WIL
<b>Mobility (AGI)</b>	Hindered	Slowed <i>Half SPEED.</i>	Immobilized <i>Cannot leave square.</i>	<b>Paralysed</b> <i>Cannot take physical actions.</i>	END
<b>Sight (INT)</b>	Fuzzy	Bleary <i>Limited to 1 range increment.</i>	Half-blind <i>Can only see 10'; -4 DEFENSE.</i>	Blind <i>No ranged attacks; -8 DEFENSE.</i>	END
<b>Pain (END)</b>	Discomfort	Soreness <i>-2 SPEED.</i>	Painful <i>Half SPEED.</i>	<b>Agony</b> <i>Cannot take actions.</i>	WIL
<b>Nausea (ALL)</b>	Queasy	Sick <i>If climbing or jumping, no other action allowed.</i>	Nauseated <i>Vomiting; one action per round.</i>	<b>Debilitated</b> <i>Cannot take actions.</i>	END
<b>Tiredness (ALL)</b>	Weary	Flagging <i>Cannot double-move.</i>	Fatigued <i>Half normal max HEALTH.</i>	Exhausted <i>Half normal max HEALTH and cannot access LUC pool.</i>	END
<b>Penalty</b>	-	<b>-1d6</b>	<b>-2d6</b>	<b>-3d6</b>	