**Statuses Quick Reference**

Damaging Statuses: Statuses that cause damage inflict that damage at the end of the round.

Status List

Blinded (I-III): (I) -3D to visibility tests, (II) -6D to visibility tests, (III) Automatically fail visibility tests

Burning (X): X damage per round, Agi+Rea (2) major action to put out

Chilled: -4 Init, -1D to all pools (except damage resistance)

Confused (X): -XD to all actions

Corrosive (X): X damage per round

Cover (I-IV): Each rank = 25% body covered, +1 DR and +1D defense pool / rank, you gain no Edge from

attacking and attacking requires and extra minor action, (IV) -2D attack pool

Dazed: -4 Init, cannot gain or spend Edge

Deafened (I-III): (I) -3D to hearing tests, (II) -6D to hearing tests, (III) Automatically fail hearing tests

Fatigued (I-III): -2D/rank to all pools (except damage resistance), Move – 5 m and Sprint – 10+hits m

Frightened: -4D to all pools related to the source of fear or interacting with it

Hazed: Unable to move between the physical and astral realms (and vice versa)

Hobbled: All movement on foot halved (rounding up)

Immobilized: Cannot move, -3 AR and -3D to attack pools, no Rea in defense pools

Invisible (X): X is the threshold for perception tests to see you, technology is unaffected

Invisible (Improved) (X): As Invisible (X), but it also effects technology

Nauseated: Bod+Wil(2) at the start of the round – loose 1 minor action if passed, cannot act if failed

Panicked: Cannot act, except to avoid the cause of panicked

Petrified: No actions, +10 armor, cancels any ongoing damaging status

Poisoned (X): X damage per round, +1 damage per round after the first

Prone: Move – 2 m (cannot Sprint), +2D defense against ranged at Med. or beyond, +2 AR firearms,

 -2D defense against Close/Near attacks, -4D attack with melee/bows

Silent (X): X is the threshold for perception tests to hear you, technology is unaffected

Silent (Improved) (X): As Silent (X), but it also effects technology

Stilled: Cannot move, -10 DR (minimum 0), no actions beyond Perception/telepathy, no defense tests

 Resist damage as normal, cancels all ongoing effects

Wet: -6D damage resistance to cold or electric attacks

Zapped: -2 Init, cannot Sprint, -1D to all actions

Damaging Status Negation

Burning: Wet, Chilled, Petrified, Stilled

Chilled: Burning, Petrified, Stilled

Corrosive: water/base, Petrified, Stilled

Poisoned: antidote, Petrified, Stilled

Wet: Burning, Petrified, Stilled