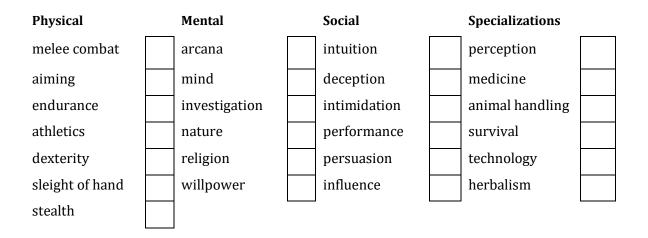
## **HP – FATIGUE – INVENTORY**

## TRAITS



## PHYSICAL STATUSES

□ WEAKENED – Disadvantage on all physical trait rolls.

□ WOUNDED – Any partial success or failure causes you to gain 1 fatigue.

□ MAULED – Each time you take damage, add 1 automatic damage.

□ SORE – Failure on physical trait rolls adds 1 fatigue.

□ SHOCKED – You cannot benefit from armor.

□ CUT OPEN – Rolled 1 lowers highest result in the pool by 1. Altered dice don't count for crits.

## **MENTAL STATUSES**

□ SENSITIVE – Take double fatigue from all sources.

□ JITTERY – Disadvantage on all social and specializations trait rolls.

□ HALLUCINATING – Cannot achieve full successes.

□ DISTRACTED – Disadvantage on all mental trait rolls.

 $\Box$  BROKEN – Max 2 dice rolled per test.

□ UNCERTAIN – A result of 4 counts as failure.