

 <b>Encumber'd</b> -2 Speed	 <b>Confused</b> Opponent controls your first AP	 <b>Controlled</b> Opponent controls all your AP	 <b>Off-guard</b> -2 Armor	 <b>Grabbed</b> Can't move and off-guard while enemies adj.	Acted
 <b>Slowed</b> No reactions -1 AP	 <b>Stunned</b> No reaction No AP	 <b>Immobilized</b> Cannot willingly move	 <b>Rattled</b> -2 Fight -2 Power	 <b>Sickened</b> -2 all saves	Acted
 <b>Encumber'd</b> -2 Speed	 <b>Confused</b> Opponent controls your first AP	 <b>Controlled</b> Opponent controls all your AP	 <b>Off-guard</b> -2 Armor	 <b>Grabbed</b> Can't move and off-guard while enemies adj.	Acted
 <b>Slowed</b> No reactions -1 AP	 <b>Stunned</b> No reaction No AP	 <b>Immobilized</b> Cannot willingly move	 <b>Rattled</b> -2 Fight -2 Power	 <b>Sickened</b> -2 all saves	Acted
 <b>Encumber'd</b> -2 Speed	 <b>Confused</b> Opponent controls your first AP	 <b>Controlled</b> Opponent controls all your AP	 <b>Off-guard</b> -2 Armor	 <b>Grabbed</b> Can't move and off-guard while enemies adj.	Acted
 <b>Slowed</b> No reactions -1 AP	 <b>Stunned</b> No reaction No AP	 <b>Immobilized</b> Cannot willingly move	 <b>Rattled</b> -2 Fight -2 Power	 <b>Sickened</b> -2 all saves	Acted
 <b>Encumber'd</b> -2 Speed	 <b>Confused</b> Opponent controls your first AP	 <b>Controlled</b> Opponent controls all your AP	 <b>Off-guard</b> -2 Armor	 <b>Grabbed</b> Can't move and off-guard while enemies adj.	Acted
 <b>Slowed</b> No reactions -1 AP	 <b>Stunned</b> No reaction No AP	 <b>Immobilized</b> Cannot willingly move	 <b>Rattled</b> -2 Fight -2 Power	 <b>Sickened</b> -2 all saves	<b>Prone</b> Off-guard -2 Fight Must Crawl or Stand to move
<b>Dying</b> Prone Helpless Die on 1d6 = 1–3	<b>Concealed</b> Melee/Ranged attacks miss on 1d6 = 1	<b>Flanked</b> Off-guard	<b>In cover</b> +4 Armor and Reflex when blocked from origin of attack	<b>Invisible</b> Cannot be targeted by Melee/Ranged attacks	<b>Quickened</b> +1 AP, then lose quickened.