

Ailment: Blinded (treatable)



All targets have Sight Concealment Tier equal to Tier from you.

Nature

Artist: Edward Yorke

Soulshards RPG

Ailment: Burning (treatable)



Burning deals Tier/2 Continuing Heat damage. At the end of your turn, roll Tier d12, DL 9. On success, increase Tier by 1. Failing by 6 or more reduces the Tier by 1.

Remove Burning if you become surrounded by water.

Burning objects gain the Burning weapon property.

Artist: Edward Yorke

Soulshards RPG

Ailment: Dazzled (treatable)



Have a 1 + Tier/3 penalty on attack, Manifest, and Observe rolls.

Endure

Artist: Edward Yorke

Soulshards RPG

Ailment: Deafened (treatable)



All targets have Sound Concealment Tier equal to Tier from you.

Nature

Artist: Edward Yorke

Soulshards RPG

Ailment: Encumbered



Have a penalty on defenses with Athletics, Elude, and Nimble and rolls for actions that use limbs equal to Tier.

Artist: Edward Yorke

Soulshards RPG

Ailment: Enraged (treatable)



Have a penalty on Knowledge rolls equal to Tier and you cannot choose to roll less dice on damage rolls.

During your turn, if you are not Focused on a subject, use Focus. You cannot Drop Focus and can only target subjects you are Focused on. While afflicted by Tier 6 or higher, you are always in Conflict.

Zeal

Artist: Edward Yorke

Soulshards RPG

Ailment: Exhausted



Have a penalty on Skill rolls equal to Tier. Dash and Run require Overexertion after each round. DL reduced by 3.

If you fail an Endure roll by 4 or more, fall Unconscious. While afflicted by Tier 12 or higher, after you Fumble an Endure roll, you die.

While afflicted by Tier 24, for each Tier that would be caused to you, roll Endure defense.

Artist: Edward Yorke

Soulshards RPG

Ailment: Frightened (treatable)



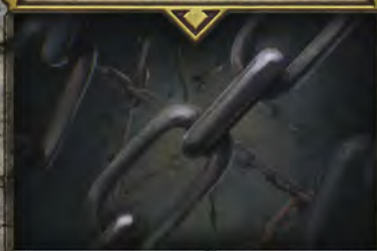
Have a 1 + Tier/2 penalty on non-defensive Skill rolls.

Poise

Artist: Edward Yorke

Soulshards RPG

Ailment: Held



Have Encumbered Tier equal to Tier. Increase Movement costs by 1. Each time you pay a Movement cost while Held, attack Endure with Athletics of each creature in the Hold to cause them to move with you. On failure, the effect fails.

If you are a Holder, you can Drop Held to remove yourself from it. You can use a Major Action to attack Endure of a Holder with Athletics to reduce the Tier on each of you by 2.

Artist: Edward Yorke

Soulshards RPG

Ailment: Muted (treatable)



Reduce the Tier of sound you can speak by $1 + \text{Tier}/2$.

 Nature

Artist: Edward Yorke

Soulshards RPG

Ailment: Paralyzed (treatable)



Have $1 + \text{Tier}/2$ Encumbered, Muted, and Slowed.

 Endure

Artist: Edward Yorke

Soulshards RPG

Ailment: Sickened (treatable)



Reduce your Minor Action Pool by $1 + \text{Tier}/2$.

 Poise

Artist: Edward Yorke

Soulshards RPG

Ailment: Slippery (treatable)



Gain $+1 + \text{Tier}/3$ on Squeeze rolls and defense against Grab. Suffer a $1 + \text{Tier}/2$ penalty on other Mobility rolls.

The first time you move each round requires Balance. To Manipulate a Slippery object is Nimble, DL $3 + \text{Tier}$.

Artist: Edward Yorke

Soulshards RPG

Ailment: Slowed (treatable)



Reduce your Movement Pool by $1 + \text{Tier}/2$.

Artist: Edward Yorke

Soulshards RPG

Ailment: Starving



Have Exhausted Tiers and reduced Grit Pool equal to Tier. After 24 hours pass without consuming at least 2 Bulk of water, gain Tier 1 Starving. After 24 hours pass without consuming at least 2 Bulk of food, roll Endure defense, DL $6 + \text{the Bulk of food missed since you last failed this roll}$ or reduced your Starving Tier. On failure, gain Tier 1 Starving.

After 24 hours of having consumed enough food and water, roll Endure defense to reduce Tier by 1, DL $6 + \text{Tier}$.

Artist: Edward Yorke

Soulshards RPG

Ailment: Strangled



As you become Strangled, if you were not holding your breath and are Ambushed, roll Quick Breath as if your Endure is Tier 0. You cannot breathe.

At the end of your turn, roll Endure to be able to breathe for 1 round, DL $6 + \text{Tier}$.

Artist: Edward Yorke

Soulshards RPG

Ailment: Suffocating



At the start of your turn, if you have no breath left and cannot breathe, suffer Tier 1 Suffocating. While Suffocating, you cannot speak.

At the end of your turn, roll Endure defense, DL equal to Tier. On failure, become unconscious and the next time you fail this roll before Suffocating is removed, die. Suffocating is removed when you can breathe.

Artist: Edward Yorke

Soulshards RPG

Ailment: Trauma (treatable)



Have $1 + \text{Tier}/2$ Dazzled. After failing defense against this, suffer $1 + \text{Tier}/3$ Energy Pips.

After Grit Pips are removed from you, reduce Tier by the same amount.

 Endure

Artist: Edward Yorke

Soulshards RPG

Ailment: Unaware (treatable)



Have a penalty on defenses with Finesse skills, Athletics, and Martial and on Observe rolls equal to Tier.

While afflicted by Tier 12, you cannot move or take actions. When you reach Tier 24, fall Unconscious.

The first time each round you succeed an Awareness roll, reduce Tier by 1. After taking Grit Injury, reduce Tier by double Injury.

Artist: Edward Yorke Soulshards RPG

Ailment: Unsteady (treatable)



Have a 1 + Tier/3 penalty on Finesse skill rolls not for knowledge.

Endure

Artist: Edward Yorke Soulshards RPG

Ailment: Weakened (treatable)



Have a 1 + Tier/3 penalty on melee and thrown weapon damage and Athletics rolls not for knowledge.

Have a penalty on Bulk Limit equal to Tier.

Nature

Artist: Edward Yorke Soulshards RPG

Ailment: Wounded - Head



Roll 1d12 for specific part. Have Dazzled Tier equal to Tier.

1-2: Smell organ - Have a penalty on Awareness by smell rolls equal to Tier.
 3-4: Sound organ - Have Tier 1 + Tier/2 Deafened.
 5-7: Speech organ - Have Muted Tier equal to Tier.
 8-9: Sight organ - Have Tier 1 + Tier/2 Blinded.
 10-11: Skull - Have Unaware Tier equal to Tier. While Unconscious, instead of rolling to wake up at the end of your turn, only roll after minutes equal to Tier.
 12: Neck - Have Tier 1 + Tier/2 Paralyzed.

Artist: Edward Yorke Soulshards RPG

Ailment: Wounded - Limb



1-5: Roll 1d12 for specific part. If invalid, affect Torso. Movement with affected limbs increases Movement costs by 1. Have -1 + Tier/2 on Mobility rolls and physical damage with an affected limb.

1: Tail. If invalid, affect Movement Limb instead.
 2-6: Movement Limb.
 7: Alternate Movement Limb. If invalid, affect Movement Limb instead.
 8: Alternate Movement Limb. If invalid, affect Manipulation Limb instead.
 9-12: Manipulation Limb.

Artist: Edward Yorke Soulshards RPG

Ailment: Wounded - Torso



6-7: Torso. If target has two torsos, affect Small Torso. Have Tier 1 + Tier/3 Exhausted.

8-11: Torso. If target has two torsos, affect Large Torso. Have Tier 1 + Tier/3 Exhausted.

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