

## Status Effects

Bleeding from every orifice? Can't see? Feel like your magic is cut off? That's a status effect. There are plenty to look through, so I'll cover them here. Before we start, we should talk about *Intensity*.

### *Intensity*

*Intensity* is the strength of the status effect applied to you. Higher *Intensity* means that the Status will have a more profound effect. Intensity has five ranks, with the most debilitating of effects being at rank five. Using a skill that causes a status effect will add one or more ranks to the effected enemies, and usually add or subtract time to the effect.

*Angry*: Means you're angry at a target. That Gryphon archer who keeps laughing at you while he shoots at you from cover? Yeah, he's gonna get it. Your attention is focused solely on the target until you get *Revenge*, by striking them for each *Rank* added by the taunt. You deal an additional 25% damage to them, but it might not be in your best interest to attack them, since they want you to focus on them, huh? It also decreases your accuracy by 20%. If you see your friend like this, it might be best to calm them down somehow.

*Agony*: Recent wounds left you hurting pretty badly. May cause *being a little bitch*. No, but seriously, something is causing indecipherable pain. Every Rank of Agony adds a 10% chance to fall to the ground for the turn in pain. This doesn't damage your HP in any way, just causes a distraction. Can easily be healed by anything that recovers health.

*Bound*: Chained up, shackled, unable to move to the fullest extent. Basically, something is roped off, either partially or fully. *Bound* characters may not be able to move because they're being grappled, or wrapped up in rope. Maybe even captured in spider silk, or being raped by a bandit? There's a lot that could happen. Higher Ranks typically means more is bound. If your hind legs are tied together, that is usually considered Rank 1. If you're entirely bound in a Gimp suit, that's definitely a Rank 5. Using blades or other means of breaking free can immediately drop your *Bound* Rank. Rank 5 *Binds* can only be dismantled by another.

*Burning*: Fire. You're on fire. Self explanatory. Damage is dealt every turn of combat until it's put out. Can be put out through *Special Actions*, *Spells*, or other things that put out fire, like rain. Doesn't attack *Standing* HP directly until it damages the section it's burning to 0. If your *Sanity* is low, you may actually panic from the burning, and flee towards water or *roll* on the ground to put it out. Doing so may consume two *actions* instead of the typical one, due to the panic. Removed when inflicted with *Chilled*. Higher intensities burn longer for more damage.

*Bleeding*: Oh, that's what that red stuff is. Damage is dealt every turn of combat until the flow is staunched. Bleeding damage is based on the intensity of the cut inflicted. Needs a bandage, magic, or potion to fix typically. The damage dealt deducts from your *Standing* HP, excluding the initial damage of the attack. Bleeding lasts three turns usually, but each *Intensity* level adds more damage, or more turns, depending on the initial bleed. High initial bleed means more turns. Low initial bleed means more damage. High intensities of bleed will also deal *Energy* damage each turn.

*Blighted*: Poisoned or injected with a venom, this does damage with each *Action Point* used, and a small amount each turn. If you do two actions and continue to the next turn, you will be effected with *Blight* three times. The damage is very low at low ranks, but quickly scales upwards with longer durations each time. Directly damages *Standing* HP. Can be cured with healing herbs, potions, spells, or antivenom.

*Blinded*: Something is in your eyes. Try not having something in your eyes. Decreases your accuracy by 10% per Rank. When *Blinded*, your dodge chance is based off of *Perception* instead. It can not exceed your normal dodge chance. You will not automatically block incoming attacks, and enemies will find it much easier to bypass any physical shield. Maybe you can splash some water into your eyes?

*Chilled*: It means you're freezing, of course. It could be from the climate, or cold based attacks. Reduces your *Dexterity* based on the intensity of the *Chill*. If your *Dexterity* reaches 0 due to *Chilled*, you will be *frozen* for one turn. Once you break free, you will have all of your *Dexterity* back. *Chilled* can also effect *Strength* instead of *Dexterity*, whichever one is higher. Being *Frozen* makes you take double damage from physical attacks, and half damage from fire attacks, while also making you immune to *burning*. Warming up with fire, or maybe spicy food, could help.

*Cursed*: You can not be healed by magic at Rank 1. Rank 2 means you can not be healed by potions. Rank 3 means you can not be healed at all. Rank 4 means you can not use items. Rank 5 means you can't do anything. The higher rank curse, the shorter it lasts. Holy water or blessings will cure it immediately, but you might need someone to toss it on you.

*Confused*: What's going on? Your character may do a random action or become *disoriented*. The chance scales by 10% a rank, with a base of 10% at Rank 1. It also reduces your accuracy by 5% per Rank. "What was that? Punch myself in the face?... Huh. Well, if you say so." Potions or magic can help.

*Disoriented*: Off balance. Attacks have a chance to knock you down, costing you an action point to stand back up. Base: 10%. +10% per rank. Rank 5 gives a 25% chance to consume two action points instead. If you're afflicted with this, try not dropping the spaghetti. Potions or magic can help.

*Despair*: A sense of dread has overcome you. Usually inflicted by *Ghostly* creatures. Drains *Sanity* per turn. If you reach 0 *Sanity*, you will cower in fear until your *Sanity* recovers. Banishing the caster will immediately return all lost *Sanity*. Maybe if you giggle at the ghosty it'll go away?

*Desire*: The opposite of *Despair*, usually cast by *Succubus* or *Incubus* creatures. Has no immediate effect until Rank 5. At Rank 5, you will immediately *submit* to their whims. Doing so makes you switch sides, aiding them in combat. Each turn will drain 1 Rank of *Desire*. Fleeing with a party member under the effects of *Desire* will leave them to be captured. If all players are captured via *Desire*, the DM will explain the situation further. (Expect a Game Over if you fuck up this bad). Can be cured by a cold shower, I guess. Or maybe a punch to the groin?

*Electrified*: Shocking. You've been hit with a residual electric spell that reacts negatively to water. If paired with *Burning*, it can be a deadly combo. Either you put out the fire and get shocked, or roll around until you're burnt to a crisp. Each Rank increases the damage you take from touching water, and how long the effect will last. Maybe you can use it to your benefit, and redirect the energy with magic?

*Fairy Fire*: You're burning, except with a colored flame. It can not be put out with water and is resistant to rolling around in the dirt. Makes you immune to any *Cold* attacks. Lesser forms of *Fairy Fire* burns green, but turns from green to yellow and finally white at the most intense burns. The color type dictates the damage, the Rank determines how long. Maybe with magic, you can redirect the flame?

*Silence*: You're less likely to succeed in casting spells, or are blocked off from magic entirely. With each Rank of silence, *Spell Success* drops by 20%, to a maximum of 100%. *Silence* lasts two turns, unless it's a *Mastered* version of the spell, which can last up to four turns.

*Toxic*: You're standing in, or inhaling, something bad for your character. This does continuous damage to whatever is taking in the *toxicity*, and your *Standing HP*. If you breathe in noxious fumes, you'll take *Upper* HP damage. If you're treading through a poisonous swamp, you'll take *Lower* HP damage. The higher the rank, the more intense effect.

*Tired*: Without enough sleep, you become *tired*. You need to sleep at night, otherwise you're affected with this. Lasts until you sleep. *Attacking* takes one point of *Energy*, and all other abilities take double the usual amount. If you reach 0 *Energy* while in this state, you will pass out immediately.

This is just the basic status effects that are most common in Equestria (at least, *most* of them are). Other status effects will be added as discovered.