Ready A Figure is Ready at the start of each Page. A Ready figure can be Activated and given Actions.	**Wounded** A Figure at less than it's starting Health is considered Wounded.	**Stunned** May only take a Move action. Remove the Stunned condition at the end of the Figures next Activation. **Can't** make Attacks of Opportunity, Dodge or Evade.	**Held** ½ Speed. Loses Flight. Remove the Held condition at the end of the Figures next Activation. **Can't** make Attacks of Opportunity, Charge, Dodge or Evade.
Tired Can't activate. Can't make Attacks of Opportunity and can't Evade.	**Carrying** A Carrying Figure is carrying an Object. **Can't** make Attacks of Opportunity, make Shooting attacks, and can't Grapple, Dodge or Evade.	**Staggered** -2CS penalty to all FEATs. Remove the Staggered condition at the end of the Figures next Activation. **Can't** make Attacks of Opportunity, Dodge or Evade.	**Confused** -2CS to Charging, Shooting, Mental and Magical Attacks. Remove the Confused condition at the end of the Figures next Activation.
Giant Gains Exposed. Figures don't block line of sight to and from him. Can attack other Figures up to 2 squares away as if they were adjacent. 1 Speed to change elevation while moving.	**Obscured** Shooting and Magical attacks targeting an Obscured Figure are -2CS to hit. **Exposed** Shooting and Magical attacks targeting an Exposed Figure are +2CS to hit. Can't gain Obscured.	**Phased** Ignores Figures and Terrain for movement purposes. Must end movement in a legal square. **Can't** Carry an object. **Can't** target non-Phased Figures with Attacks or Specials. Immune Physical. **Can't** advance Plots.	**Stuck** Speed of 0. Loses Flight. Remove the Stuck condition at the end of the Figures next Activation. **Can't** make Attacks of Opportunity or Dodge. **Shapeshift** Specials and Attacks targeting a Figure with Shapeshift fail unless the attacker makes an Intuition FEAT. Unless otherwise specified remove the Shapeshift condition at the end of the Figures next Activation.

• Physical
  ○ Blunt
  ○ Edged
• Psychic
  ○ Fear
  ○ Psionic
  ○ Illusion
• Magic
  ○ Eldritch
  ○ Hellfire
	• Energy
	  ○ Fire
	  ○ Cold
	  ○ Electricity
	  ○ Cosmic
	  ○ Light
	  ○ Radiation
	  ○ Plasma
	  ○ Sonic
	  ○ Darkforce

- **1 Karma** for +1 to Speed until the end of the Page
- **2 Karma** for +1CS to one ability (FASERIP) until the end of the Page
- **5 Karma** to re-roll a dice roll the Figure has just rolled

- Difficult Terrain costs 2 Speed
- Moving from Elevated to Ground causes Excellent Blunt Damage
- Flyers can't gain Obscured
- Flyers ignore terrain and non-Flying Figures during movement
- Adjacent non-Flyers can make Attacks of Opportunity against Flyers as they start their movement
- Non-flying Figures can't make Magic or Shooting attacks if they are adjacent to an opposing Figure. If they are only adjacent to opposing Flyer(s) they may make Magic of Shooting attacks against those opposing flying Figures
- Solid terrain can be destroyed by an Attack that deals Remarkable or better non-Psychic damage