

## ACID

Does not stack. Lasts until end of combat.

At the start of your turn, lose 2 Hit Points. If you have Aegis stacks, lose 2 of those instead.

## AEGIS

Stacks. Lasts until end of combat.

When taking damage from an attack, reduce that damage by your current Aegis stacks.

At the start of your turn, lose 1 stack of Aegis.

## BLEED

Stacks. Lasts until end of combat.

At the start of your turn, lose one Hit Point per stack of Bleed. Then lose one stack of Bleed.

## BURNING

Does not stack. Lasts until end of combat. At the end of your turn, lose 2 Regenerator stacks. If you have no Regenerator stacks to lose, take 1d6 damage.

Any character may spend an Action to remove Burning from themselves or an ally.

## DEATH FATIGUE

Stacks. Lasts until removed. Any vampire who would gain a sixth stack of Death Fatigue dies on the spot (see the Burning Out Bright section for information about what this entails.)

You suffer a -1 per stack penalty to Contributing during Downtime.

Unless a Power, Item, Effect or other circumstance specifically says it removes or transfers Death Fatigue, it does not remove or transfer Death Fatigue.

During the Prep phase of Downtime, you may spend your Village's Resources, one-for-one, to remove stacks of Death Fatigue.

## DISORIENTED

Stacks. Lasts until the end of combat.

You take a -1 per stack penalty to Parry/Dodge/Resist.

During your turn, you may spend an Action to lose 2 stacks of Disoriented.

## EXHAUSTED

Stacks. Lasts until the start of Downtime.

You take a -1 per stack penalty on all Fate Checks.

Unless a Power, Item, Effect or other circumstance specifically says it removes Exhausted, it does not remove Exhausted.

When you perform a Feral Rapture, instead of regaining Will Points, you may lose a single stack of Exhausted.

## FRIGHTENED

Stacks. Lasts until end of combat.

Whenever you have at least one stack of Frightened, any time you would spend Will Points, you must first spend Will Points equal to your number of Frightened stacks. If this would leave you without enough Will Points to activate a Power or ability, you may not activate that Power or ability.

At any time during your turn, you may spend an Action to remove 2 stacks of Frightened.

## POISONED

Stacks. Lasts until end of combat.

At the start of your turn, lose one Will Point per stack of Poisoned. Then lose 1 stack of Poisoned.

## RAVENOUS

Stacks. Lasts until end of combat.

Whenever you would damage a target with an attack, add +1 per stack to that damage.

At the end of your turn, lose 1 stack of Ravenous.

## REGENERATION

Stacks. Lasts until end of combat.

At the start of your turn, gain Hit Points equal to your current Regenerator stacks. Then lose 1 stack of Regenerator.

## SHROUDED

Stacks. Lasts until end of combat.

If you have Shrouded, enemies may not target you unless all members of your party have Shrouded. In that case, they may only target the member of your party that has the least stacks of Shrouded.

Your allies may still target you with abilities despite your stacks of Shrouded.

On any character's turn, they may spend an Action to remove 2 stacks of Shrouded from a Shrouded target. This ability may target characters with Shrouded.

At the start of your turn, lose 1 stack of Shrouded.

Lose a stack of Shrouded whenever you attack someone.

## THUNDERCLAP

Does not stack. Lasts until end of combat.

When you are attacked, your attacker immediately gains 5 stacks of the Disoriented Condition, then you lose this Condition.

## TRICKLE CHARGE

Does not stack. Lasts until end of combat.

At the start of your turn, gain 1 Will Point. If you have this Condition when combat ends, your Will Points refill to their maximum.