

APPENDIX: STATES

This is a list of the different “states” a character can be in.

State	Type	Effect	How to Cure
Asleep	mental	Similar to <i>Unconscious</i> , you cannot move or take actions.	Get a friend to revive you. Also, you will “wake up” if you suffer any Wounds or if you hear a Loud Noise.
Automaton	special	You are immune to Mind-affecting Spells. If a spell or other effect involves your Mind Dice for Resistance, you automatically resist. If it involves using Mind Dice to soak up Damage, you take no hits at all.	
Berserk	mental	A worse form of Rage. You cannot tell friend from foe. You attack the nearest combatant, asking no quarter and giving none. You may not Cover Up, and all your Defense rolls are at a –1 Penalty. You are an NPC under Game Host control until cured.	The next time something happens to change your Mental State, cancel the Berserk <i>instead</i> . Your Mental State returns to normal.
Blindness	physical	You cannot see. You can attack at a –3 Penalty, and you defend at a –2 Penalty.	Use Echolocation.
Confusion	mental	Your thoughts have become muddled and incoherent. You are at a –1 Penalty to do <i>anything at all</i> .	Cure the confusion through mundane or magical means.
Dead	physical	You may take no actions.	In the <i>Ironclaw</i> fantasy setting, raising the dead is no trivial matter.
Despair	mental	You are at a –1 Penalty to do <i>anything</i> except Defend yourself in combat. Mental skills that rely on self-confidence, such as Leadership, are impossible.	Remove the source of despair.
Fear	mental	You are at a –1 Penalty to do <i>anything</i> except Defend yourself in combat. Mental skills that rely on self-confidence, such as Leadership, are impossible.	Remove the source of Fear. Characters without Fear can try to use Leadership to “rally” characters.
Mesmerized	mental	You are being controlled by a Mesmerizing spell. Exact effect varies.	Dispel the mesmerizing magic.

State	Type	Effect	How to Cure
Mortally Wounded	physical	A worse form of <i>Unconsciousness</i> . You may take no actions, and you will die within five minutes unless treated by a physician.	Get treated by a physician or by magic.
Overcome by Musk	physical	You are overcome from the musk of a Spraying Attack. You can't attack, and may only Defend at a -1 Penalty.	Wait to recover from the Spraying attack.
Paralyzed	mental	You can't move or defend yourself. You stand motionless like a statue.	Cure the paralyzation by using magic.
Poisoned	physical	You are suffering from a mundane or magical poison. Exact effects vary with each poisoning.	Cure the poisoning through mundane or magical means.
Rage	mental	You may not Cover Up (q.v.) or retreat from battle with your foes, and all your Defense rolls are at a -1 Penalty.	The next time something happens to change your Mental State, cancel the Rage <i>instead</i> . Your Mental State returns to normal.
Reeling	physical	You can't attack, and may only Defend at a -1 Penalty	"Recover" at the beginning of next combat round.
Silenced	special	You cannot cast spells. You are mute, and you cannot talk to anyone. Skills that require talking, such as Leadership, are impossible.	Wait for the Silence to expire, or get a friend to dispel it.
Terror	mental	A worse form of Fear. You must flee the source of whatever caused such terror. You are at a -1 Penalty to do <i>anything at all</i> , and may be at worse penalties at the GM's discretion. You must flee the source of your Terror, if possible.	Remove the source of Terror.
Unconsciousness	mental	You may take no actions.	Cure the unconscious by using First Aid, by magic, or by other means.
Undead	special	You are immune to Fatigue and Pain. You are <i>vulnerable</i> to Holy Magic.	The Undead are quite unlike the living.