



# Shadows Over Sol

# Bleeding

**Effect:** The character takes a wound equal to the severity of this consequence at the end of every round. This ignores DR.

**Duration:** Bleeding lasts until the character successfully receives first aid or dies.

*The character is suffering from an ongoing source of damage. This is usually literal bleeding from open wounds, but it may also represent ongoing damage from maladies or environmental conditions.*



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# Bolstered

**Effect:** +1 per severity bonus to the next flip.

**Duration:** This lasts until an action is taken that benefits from the consequence or until the end of the scene.

*The character's actions are bolstered usually through either expertly directed tactics, improved morale, combat stims or any other number of factors.*



# Shadows Over Sol

# concealment

**Effect:** +1 per severity to Defense against attacks targeting the concealed character.

**Duration:** Concealment lasts until a movement is taken that negates the concealment. For example, turning on a light to get around darkness or moving to get around concealing foliage.

*The character is obscured by smoke, darkness or some other effect that the character can exploit to make targeting her difficult.*





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# COVER

**Effect:** +1 per severity to Defense against attacks targeting a character through cover. This applies to both incoming and outgoing attacks unless the Take Cover action has been executed, after which it applies only to incoming attacks. If the cover bonus would make the difference between success or failure on an attack, the object providing cover is struck instead and takes the damage.

**Duration:** This lasts until an action is taken that negates the cover, such as moving to where the obstructing object does not provide cover or destroying the cover in an attack.

*There is some physical object the character can get behind and use as cover against incoming attacks.*





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# Dazed

**Effect:** -1 per severity to all actions. At the beginning of a round, a character can, however, take one fewer AP to ignore this penalty for the round.

**Duration:** This lasts until a concentrate action is taken for the character to clear her head and remove this consequence.

*The character's mind is cloudy and dazed. She is spaced and easily-distracted and finds it difficult to focus on the task at hand.*



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# Desire

**Effect:** Every time the severity of this consequence increases, the character must succeed at a Det-12 flip or perform the desired action at the next opportunity. This action is at a +2 bonus if it is against the character's nature, such as harming an ally, or a +4 bonus if it involves almost certain harm to oneself.

**Duration:** This lasts until the desired action is indulged, a new desire is imposed or until the end of the scene.

**Subject:** When this consequence is gained, the consequence always has some action the character desires to perform. A character may not have more than one Desire consequence at a time. Effects that would impose a new desire first remove the old Desire consequence. Every severity of desire that would be imposed removes a severity of the old consequence. Then, once the old consequence is gone, the remaining severities of the new consequence apply as normal.

*The character has a strong, deep-seated urge to undertake some action. This might be indulging in alcohol or marijuana, making a move on an attractive dancer or punching the annoying corp representative in the face.*



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# encumbered

**Effect:** -1 per severity to all Speed- and Dexterity-based actions. When critically failing one of these actions, the character may accidentally drop whatever she is holding.

**Duration:** This lasts until the character puts down enough gear that she isn't encumbered anymore.

*The character is burdened down by carting around more gear than she can easily carry.*





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# Fatigue

**Effect:** -1 per severity to all Strength-, Dexterity-, Speed- and Endurance-based actions.

**Duration:** This lasts until the character gets a good night's rest and some relaxation, unaffected by the source of the fatigue.

*The character has become fatigued and physically exhausted. This can be caused by stress, excessive physical activity, starvation or any number of reasons.*



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# fear

**Effect:** The character cannot take an action that directly affects the subject or her fear or which moves her closer to the subject of her fear. At the beginning of a round, she may take one fewer AP in order to ignore this restriction for the round.

**Duration:** This lasts until a concentrate action is taken for the character to clear her head and remove this consequence.

**Subject:** When this consequence is gained, the character always has something of which she is afraid.

*Something is making the character fearful. Her fearful reaction could run the gamut from solidly intimidated to sheer, mind-boggling terror.*



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# fixated

**Effect:** This causes a -1 per severity penalty to all actions not involving the subject of the fixation while the subject is in the same scene.

**Duration:** This lasts until a concentrate action is taken for the character to clear her head and remove this consequence.

**Subject:** When this consequence is gained, the consequence always has some subject with which the character is fixated. A character may not have more than one Fixated consequence at a time. Effects that would impose a new fixation first remove the old Fixated consequence. Every severity of Fixated that would be imposed instead removes a severity of the old consequence. Then, once the old consequence is gone, the remaining severities of the new consequence apply as normal.

*The character has something with which she is fixated, and she finds it difficult to focus on anything else. This might include a slow atmospheric leak that will have to be dealt with, or personal issues lingering in the back of her mind.*





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# Lingering Injury

**Effect:** Varies highly with the specific injury. The player should note the specifics of her character's injury. Lingering Injury tables begin on page 131.

**Duration:** Varies with specific injury and severity.

*The character has some sort of linger-injury that may hinder her actions until it is healed. The nature of lingering injuries vary highly with the specifics of the injury.*



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**Effect:** -1 per severity to all actions executed while spun. This penalty also applies to reactions such as dodge and zone of control. While spinning, aim actions cannot be taken, nor can most move actions.

**Duration:** This lasts until a move action is taken for the character to regain control of her position and movement.

*The character or vehicle is moving in an uncontrolled fashion. For a character, light severity might represent being off-balance, and moderate might represent being knocked prone. Higher severities could represent uncontrolled spin in microgravity. For vehicles, this could represent spinning out in any number of fashions. Spin is both disorientating and makes performing many actions very difficult.*



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**Effect:** The character cannot execute actions other than to end this consequence. This includes an inability to take reactions, such as wait, zone of control or dodge.

**Duration:** This lasts until a concentrate action is taken for the character to clear her head and remove the consequence. Additionally, when any action cannot execute due to stun, the Stun consequence's severity is reduced by one. Finally, any AP left at the end of the round can also immediately be spent to reduce Stun one severity per AP spent in this way.

*The character is stunned due to some effect—perhaps a sudden blow to the head, the concussive blast of an explosion or sudden shock and pain.*





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# WOUND

**Effect:** -1 per severity penalty to the character's next action this scene requiring a flip, or until the end consequence action is taken, whichever comes first. This may cause the character to go into her dying gasps or expire entirely.

**Duration:** The penalty imposed by this consequence only applies to a single action. Wound consequences themselves, however, remain until healed.

*Dying hurts, and the character is one step closer to that final breath. She has received bodily damage of some kind—possibly from bullet wounds, blood loss or blunt trauma. Whatever the source of the wound, it will take time to heal.*