

## Status Effects

### Weakness

- 50% spell failure chance
- 2-in-20 chance to fumble on attack rolls
- -1 Morale

### Exposure

- Chill/Warm: Weakness
- Cold/Hot: ½ Max HP
- Extreme Cold/Heat: Death

### Fatigue

- Partial Sleep: Weakness
- 1 Missed Night: -1 Morale
- 2 Missed Nights: ½ Max HP (Exhaustion)
- 3 Missed Nights: Reduced to 1 HP
- You must rest for a full day to remove fatigue if you have missed 1 full night or more of sleep.

### Hunger

- 1 Day: Weakness
- 1 Week: ½ Max HP
- 3 Weeks: Death

### Thirst (You must drink 3 waterskins per day)

- Partial Thirst
  - 2 Waterskins: 3+ on a d6 or Weakness
  - 1 Waterskin: 5+ on a d6 or Weakness
- 1 Day: Weakness
- 2 Days: ½ Max HP
- 3 Days: Death

1d10	Fumble	Effects
1	Hit Ally	You hit your closest ally, if nobody is in range you hit yourself instead.
2	Hit Yourself	You somehow manage to hurt yourself with your own weapon, roll to damage.
3	Wide Open	A nearby enemy immediately makes an attack against you +4 to hit and x2 damage.
4	Broken Bag	One of your bags splits open spilling the contents everywhere. If you have no bags you break your armor or weapon instead.
5	Stumble	You slip on something and fall prone
6	Twisted Ankle	You twist your ankle, causing you to limp for the next exploration turn.
7	Off Balance	You stumble and put yourself at a disadvantage, any attacks against you next round are at +4 to hit.
8	Caught on Gear	You get wrapped up in straps and can't do much, pass a save next round to untangle yourself.
9	Throw weapon	Your weapon slips from your grip and goes flying, roll to hit a random combatant.
10	Drop weapon	You fumble your weapon and it falls an inconvenient distance away.