



ACID DAMAGE

- Acid continues to inflict damage for a time. The target suffers the full damage when hit and at the start of his Initiative Count during the following round he suffers 1/2 as much (rounded down). The damage continues to be reduced and applied in this fashion until it reaches 0.
- Acid must eat through a target's armor before it hurts the character within. The armor makes a Damage save once per round until the acid damage reaches 0 or the save is failed, whichever comes first. In the latter case, the armor is irreparably ruined and any remaining damage is applied directly to the target.

BANG DAMAGE

- Bang damage does not affect objects or characters who are *deafened*.
- Bang damage ignores Damage Reduction.
- Bang damage tapers off (*see Blast, page XX*).
- Bang damage is not applied to the target's vitality and wounds and cannot prompt Damage saves or inflict critical injuries; rather, it becomes a Fortitude save DC for all characters in range. Any character who fails this save becomes *stunned* and *deafened* for 1d6 rounds.

DIVINE DAMAGE

- Divine damage ignores Damage Reduction.
- When a character suffers divine damage he must also make a Will save (DC equal to the damage inflicted) or become *baffled* for 1d6 rounds.

ELECTRICAL DAMAGE

- Electrical damage ignores Damage Reduction.
- When a character suffers electrical damage he must also make a Fortitude save (DC equal to the damage inflicted) or become *sickened* for 1d6 rounds.

EXPLOSIVE DAMAGE

- Explosive damage tapers off (*see Blast, page XX*).
- Each character within range of explosive damage may make a Reflex save (DC equal to the damage inflicted). With success, he suffers only 1/2 the damage (rounded down, minimum 1).
- Each character who suffers more than 20 points of explosive damage from a single attack becomes *sprawled*.

FIRE DAMAGE

- When a character suffers fire damage, he must also make a Reflex save (DC equal to the damage) or catch fire. While burning, a character suffers the fire's full damage at the start of his Initiative Count each round. Further, he must make a Will save (DC equal to the damage) or immediately run as far out of the fire as possible, drop *prone*, and begin rolling to put himself out. While rolling, a character's fire damage drops by 10 per round until the fire is out.
- Each round that a character or object remains on fire, the GM rolls 1d20 and with a result equal to or lower than the damage the fire spreads to the immediate scenery. Unless put out, a scenery fire spreads 5 ft. in a random direction every round, per the Deviation Diagram (*see page XX*).
- Until put out, any fire — whether on a character or scenery — worsens by 1d6 damage per round.
- Putting out a fire by any means — water, blankets, etc. — decreases a fire's damage by 10 points per round.

FLASH DAMAGE

- Flash damage does not affect objects or characters who are *blinded*.
- Flash damage ignores Damage Reduction.
- Flash damage tapers off (*see Blast, page XX*).
- Flash damage is not applied to the target's vitality and wounds and cannot prompt Damage saves or inflict critical injuries; rather, it becomes a Fortitude save DC for all characters in range. Any character who fails this save becomes *blinded* for 1d6 rounds.

FORCE DAMAGE

- Force damage affects *incorporeal* targets (*see page XX*).

SNEAK ATTACK DAMAGE

- Sneak attack damage only affects characters who can suffer critical hits, who are not *hidden* from the attacker, and whose vitals are within reach.
- Sneak attack damage is granted by character options and always grants a number of bonus d6 damage dice. When a character possesses 1 or more dice of sneak attack damage, he may use them to augment the damage of any Standard Attack or Coup de Grace made against a *flat-footed* or *helpless* target, or one he's *flanking*. With a hit, he simply rolls his sneak attack dice and adds the result to the attack's standard damage.



SONIC DAMAGE

- Sonic damage affects all targets, even *deafened* characters, as its vibrations are so powerful as to literally shred skin and organs.
- Sonic damage ignores Damage Reduction.
- Sonic damage tapers off (*see Blast, page XX*).
- When a character suffers sonic damage he must also make a Fortitude save (DC equal to the damage inflicted) or become *deafened* for 1d6 rounds.

STRESS DAMAGE

- Stress damage doesn't affect objects.
- Stress damage ignores Damage Reduction.
- For ease of use and because stress damage should be as ubiquitous as the GM wants, stress damage is included in very few places in these rules. Rather, the GM may apply stress damage anytime a character suffers any other damage, or at any point when he feels a character is sufficiently unnerved. When applying stress damage on top of other damage, the GM simply decides whether to apply 1/2 as much stress damage (rounded down), or an equal amount (stress damage is encouraged when a character suffers acid or fire damage, for instance, likely equal to the acid or fire damage suffered). When no other damage is present, the GM simply chooses a single die of any type, as appropriate to the situation, and rolls. The result is the stress damage suffered (d12s and d20s should be reserved for only the most soul-crushing experiences).
- Stress damage is not applied to the target's vitality and wounds and cannot inflict critical injuries; rather, it accumulates over time until it wears off.
- Each time a special character suffers stress damage, he must make a Will save (DC 10 + 1/2 his total stress damage, rounded down). With failure, he becomes *shaken* and his total stress damage resets to 0. If he's already *shaken*, the condition worsens by 1 grade (*see page XX*). With a critical hit, the character is also *stunned* for 1 round (if the Will save succeeds), or *stunned* for 1d6 rounds (otherwise).
- Outside combat or once all sources of anguish are removed, stress damage wears off at the rate of 1 point per 10 minutes.

Example: During a fierce border skirmish between two rival nations, Brungil witnesses a close friend skewered in a hail of arrows. The GM determines this is harrowing enough to justify a d8 of stress damage and rolls, inflicting 4 points. Brungil must make a Will save (DC 12) and scores a result of 15. He manages to press on. Hours later, enemy reinforcements arrive with a dragon in their ranks and Brungil charges forth, unsure of anything but the fact that the wyrm must fall. Before he even reaches the foot of the beast it unleashes a hellish drought of flame across the friendly troops, reducing many to ash and setting Brungil alight. The GM rules that Brungil suffers as much stress damage as the attack, which inflicts an incredible 22 points of fire damage. Now at 26 points of stress damage, Brungil must make a Will save with a DC of 23 or become *shaken*. If the dragon's attack is a critical hit, Brungil is also *stunned* for 1 round, or 1d6 rounds if he fails his Will save.

SUBDUAL DAMAGE

- Subdual damage doesn't affect objects.
- Subdual damage is not applied to the target's vitality and wounds and cannot inflict critical injuries; rather, it accumulates over time until it wears off.
- Each time a special character suffers subdual damage, he must make a Fortitude save (DC 10 + 1/2 his total subdual damage, rounded down). With failure, he becomes *fatigued* and his total subdual damage resets to 0. If he's already *fatigued*, the condition worsens by 1 grade (*see page XX*). With a critical hit, the character is also *stunned* for 1 round (if the Fortitude save succeeds), or *stunned* for 1d6 rounds (otherwise).
- Subdual damage can eventually kill. When an unconscious character suffers subdual damage, the character instead suffers the same amount of lethal damage.
- Outside combat or once all sources of physical strain are removed, subdual damage wears off at the rate of 1 point per 10 minutes.

Example: An orc pummels Brungil, inflicting 18 points of subdual damage and forcing him to make a Fortitude save (DC 19). He succeeds with a result of 21. A couple rounds later he's hit for an additional 4 points of subdual damage and has to make another Fortitude save (DC 21). This time he fails with a result of 18. He becomes *fatigued* and his accumulated subdual damage resets to 0. The very next round the orc performs a Tire action on Brungil, inflicting 5 points of subdual damage. Poor Brungil's save result is only 8 — he needed at least a 12 — and so his *fatigued* condition worsens to *fatigued II*. His accumulated subdual damage resets to 0 again, but if he fails three more saves he's down for the count.