











# CONDITIONS



	<b>BLEEDING</b> 4 damage per round		<b>CRIPPLED</b> -50% movement speed
	<b>POISON</b> 6 damage per round		<b>WEAKNESS</b> -66% attack damage
	<b>DISEASE (contagious)</b> 6 damage per round		<b>CRACKED ARMOR</b> -2 armor rating
	<b>BURNING</b> 10 damage per round		<b>BLIND</b> 90% chance to miss
	<b>DEEP WOUND</b> -20% max hp + healing		<b>DAZED (interruptible)</b> Doubles spell cast time