






























	<i>BANE</i>	<i>TYPE</i>	<i>EFFECT</i>
	Aspect-Averse	Faith	50% more damage from matching aspected damage.
	Breached	Brave	Unit takes 50% more damage from Brave-based attacks.
	Craven	Brave	Unit is considered to have 0 Brave for all purposes.
	Cursed	Faith	Reverses received healing, Dark-aspected damage heals Cursed units.
	Despair	Faith	Unit becomes KO'd at the end of a 3 round timer. This bane ignores the Upkeep Phase.
	Distracted	Brave	Unit suffers -20% Brave.
	Enraged	Brave	Unit is unable to use any Active, Reaction or Movement abilities.
	Guilty	Faith	Unit will take 50% more damage from Faith-based attacks.
	Hexed	Faith	Unit is considered to have 0 Faith for all purposes.
	Hobbled	Brave	Unit cannot Move or use Movement abilities, they also treat their Evasion as 0.
	Lapse	Brave	Unit suffers -20% Faith.
	Poisoned	Faith	Unit will lose 20% of their maximum HP at the end of each of their turns.
	Rattled	Brave	Unit cannot Attack or use Active abilities, they also treat their Evasion as 0.
	Stasis	Faith	Unit cannot Move or Act, treats Evasion as 0 and is unable to use Reaction abilities.

	<i>BOON</i>	<i>TYPE</i>	<i>EFFECT</i>
	Aspect-Attuned	Faith	Unit takes 50% less damage from attacks matching the aspect of this boon.
	Conviction	Faith	Unit's Faith becomes 100 and they take 50% more damage.
	Flare	Faith	Unit deals 50% more damage with Faith-based effects
	Fortified	Brave	Unit takes 50% less damage from Brave-based attacks.
	Aspect-Infused	Brave	Unit's non-aspected attacks deal damage matching this boon's aspect.
	Invisible	Faith	Unit ignores Evasion and cannot be targeted by another unit. Ends after next Action.
	Lionheart	Brave	Unit's Brave becomes 100 and they take 50% more damage.
	Lively	Brave	Unit can move through enemy tiles and keeps Evasion during back attacks
	Rebirth	Faith	Unit cures the KO'd condition at the end of their next turn, clearing this condition. This boon ignores the Upkeep Phase.
	Renew	Brave	Unit will recover 20% of their maximum HP at the end of each of their turns.
	Repel	Faith	Unit reflects Faith-based attacks targeting them back on the unit casting them.
	Surge	Brave	Unit deals 50% more damage with Brave-based effects
	Veiled	Faith	Unit takes 50% less damage from Faith-based attacks.

	<i>CONDITION</i>	<i>TYPE</i>	<i>EFFECT</i>
	Channeling	Faith	Unit's Evasion as 0 and they take 50% more damage from attacks. This condition lasts until the end of the unit's Charging roll.
	Defending	Brave	Unit doubles their Mitigation and Evasion until taking another action.
	Knocked Out	-	Unit cannot act. If a unit spends three consecutive rounds KO'd they become a Vestige. When cured, restores 10 HP and grants the cured unit an immediate a Move or Action.

At the end of each round Roll d% once each for Boons and Banes.

FOR BANES - Roll less than 30% plus BP/FP to clear the oldest bane effecting the unit.

FOR BOONS - Roll less than 30% minus BP/FP to clear the oldest boon effecting the unit.