

Status Effect

Saving throw before

Resistance now

Attribute's levels

Resist-Chance per level



Taunted

Physical Armor

Intelligence

>10

3.5%



Charmed

Magic Armor

Intelligence

>10

3.5%



Atrophy

Physical Armor

Constitution

>10

3.5%



Diseased

Physical Armor

Constitution

>10

3.5%



Blinded

Magic Armor

Wits

>10

3.5%



Drunk

Constitution

>10

3.5%

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Burning

Magic Armor

Fire Resistance

1%



Bleed Fire

Magic Armor

Fire Resistance

1%



Necrofire

Magic Armor

Fire Resistance

1%



Chilled

Magic Armor

Water Resistance

1%



Frozen

Magic Armor

Water Resistance

1%



Shocked

Magic Armor

Air Resistance

1%



Stunned

Magic Armor

Air Resistance

1%



Poisoned

Magic Armor




Poison Resistance

1%

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|---------------|---------------------|----------------|--------------------|-------------------------|
|---------------|---------------------|----------------|--------------------|-------------------------|

| | | | | | |
|---|-----------------------|----------------|--------------------------------|------------|------|
|  | Chicken Form | Physical Armor | Strength + Constitution | >10 >10 | 2.5% |
|  | Crippled | Physical Armor | Finesse + Constitution | >10 >10 | 2.5% |
|  | Weak | Physical Armor | Strength + Constitution | >10 >10 | 2.5% |
|  | Nullified Resistances | Magic Armor | Wits + Constitution | >10 >10 | 2.5% |
|  | Cursed | Magic Armor | Wits + Intelligence | >10 >10 | 2.5% |
|  | Muted | Magic Armor | Wits + Intelligence | >10 >10 | 2.5% |
|  | Knocked down | Physical Armor | Finesse + Constitution | >10 >10 | 2.5% |
|  | Fear | Magic Armor | Strength + Intelligence | >10 >10 | 2.5% |

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|---------------|---------------------|----------------|--------------------|-------------------------|

| | | | | | |
|---|-----------|-------------|--|-----------|----------|
|  | Slowed | Magic Armor | Strength + Earth Resistance | >10 >0 | 2% 1% |
|  | Entangled | Magic Armor | Strength + Earth Resistance | >10 >0 | 2% 1% |
|  | Petrified | Magic Armor | Constitution + Earth Resistance | >10 >0 | 2% 1% |

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**Marked**

*only on enemy

| Wits | +

>10

2.5%

| Finesse |

>10

Challenge – The chance that the target may take the challenge is determined by your strength level over 10 and the lower your health is under 50% reduces that chance:

**Challenge**

| Strength | *

>10

-7%

2* | Vitality |

<0.5

The format of displayed messages

Resisted by:

Color of Text

Displayed Number

Conformity in percent

Intelligence**Gold****0 - 1****0 - 100%****Constitution****Darck Gray****0 - 1****0 - 100%****Wits****Light Blue****0 - 1****0 - 100%****Double Resistance****Orange****0 - 1****0 - 100%****Elemental Resistance****Color of
elements****0 - 1****0 - 100%**