

Charmed

When Charmed any dice rolled for a Skill Test succeed on a 3+

See pg. 7 of the *Corsairs Rule Book*.

Cursed

When Cursed, any Difficulty Dice rolled will explode on a '6' like Skill Dice.

See pg. 7 of the *Corsairs Rule Book*.

Determined

When Cursed, any Difficulty Dice rolled will explode on a '6' like Skill Dice.

See pg. 7 of the *Corsairs Rule Book*.

Inspired

When Inspired, roll +1D6 when making Skill Tests.

Inspired usually lasts 1D6 Turns.

See pg. 5 of *Speed, Strength, and Wits*.

Knackered

When Knackered, roll -1D6 when making Skill Tests.

Knackered usually lasts until a character has rested for 1D6 Turns.

See pg. 5 of *Speed, Strength, and Wits*.

Malady

A Character with the Malady Condition treats all their Stats as one die lower than normal (4D6 becomes 3D6, etc). Malady lasts for 5 days minus the Draft of a Strength Test.

See pg. 5 of *Speed, Strength, and Wits*.

Scuppered

When Scuppered a character takes one Step of Damage every time it is their turn to act. Every turn the player may roll a Grit Skill Test against the strength of the poison/ailment, if they succeed, they stop taking damage, and exchange the Scuppered Condition for the Knackered Condition.

See pg. 5 of *Speed, Strength, and Wits*.

Three Sheets to the Wind

When Three Sheets to the Wind a character succeeds on a 5+ instead of the usual 4+. If they are also Charmed they will succeed on a 4+ instead.

Three Sheets to the Wind Condition usually lasts for 1D6 hours after they have stopped drinking.

See pg. 6 of *Speed, Strength, and Wits*.