

**White**

- Being affected by a Condition.
- See White index card for full details.

**Orange**

- Saving Throw – End of Turn roll a d20.
 - *Lower than 10:* Failure. The effect continues.
 - *10 or higher:* Success. The effect ends.

**Red**

- Bloodied – Creature at half maximum hit points.

**Yellow**

- Carrying a Light Source

**Light Gray**

- Concealment
- -2 to hit this target

**Dark Gray**

- Total Concealment
- -5 to hit this target

**Red + Black**

- Dying – dead at negative bloodied value.
- Death Save each round. 3 fails = Death.
- See Red index card for full details.

**Medium Purple & Medium Blue**

- Player marks – One under the PC and one under target.

**Dark Purple & Dark Blue**

- Creature marks – One under the creature and one under the target PC.