

Bufs

Here I will describe all of the buffs and debuffs. Not all of them are discovered and you must experience some in order to learn them.

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Bufs

No fear

The user does not take any psychological rolls for as long as the buff persists.

No pain

The user does not feel any pain, the damage however does remain. So if you are bleeding, and you have no pain, you won't be affected by the fact that you are bleeding though eventually anemia will get you.

Stable ground

The users weight embeds him into the ground creating an immovable object. The user is unaffected by impact hits pushback effects.

Glory till death

An NPC buff. The buff works as a combination of no fear and no pain for NPC's.

Relentless fighters

An NPC buff. The buff inspires the NPC's to keep fighting even when they are tired and broken.

Today we fight

An NPC buff. The buffs immediately removes any successful fear rolls from NPC's and gives them the **No fear** buff as long as they remain in proximity of the preacher.

Iron Will

The users cause is the only thing that matters, any persuasion attempts that try to divert the user from his cause automatically fail.

Swiftstrike

The user attacks are more fluid and faster than normal. The user has a chance to bypass blocking/dodging since the opponent doesn't have the chance to react to it.

Swiftstrider

The user movement and terrain control is flawless. The user does not have to take dangerous terrain rolls, is not affected by terrain modifiers and has increased mobility.

De-Buffs

Slow

The users movement is slow and sluggish. Any attacks not done by great weapons automatically hit.

Total Carnage

You lost total control of yourself, you only care about killing everything around you. You do not distinguish between friend and foe and you will attempt to kill them both if they are within reach.

Crippled Body

Your body is broken and you are exhausted, your whole body becomes Moderaly wounded and you gain the **Exhausted** debuff.

Exhausted

You are severely weakened, as a result any physical action that will put any more strain on your body suffers an -2 to roll penalty.