

Baffled I

Effect: -2 with all skill checks

Duration: 1d6 rounds; 1 hour; 1d6 rounds/grade; end of the scene

Sources: Divine damage; make Will save (DC = damage); Baffling poison; Baffling attack

Baffled II

Effect: -4 with all skill checks

Duration: 1d6 rounds; 1 hour; 1d6 rounds/grade; end of the scene; Becomes Baffled I

Sources: Divine damage; make Will save (DC = damage); Baffling poison; Baffling attack;

Baffled III

Effect: -6 with all skill checks

Duration: 1d6 rounds; 1 hour; 1d6 rounds/grade; end of the scene; Becomes Baffled II

Sources: Divine damage; make Will save (DC = damage); Baffling poison; Baffling attack;

Baffled IV

Effect: -8 with all skill checks

Duration: 1d6 rounds; 1 hour; 1d6 rounds/grade; end of the scene; Becomes Baffled III

Sources: Divine damage; make Will save (DC = damage); Baffling poison; Baffling attack

Baffled V

Effect: -10 with all skill checks

Duration: 1d6 rounds; 1 hour; 1d6 rounds/grade; end of the scene; Becomes Baffled IV

Sources: Divine damage; make Will save (DC = damage); Baffling poison; Baffling attack;

Bleeding

Effect: 1 pt subdual damage, 1d4 lethal if character takes any actions, +4 DC to Resolve/Concentrate.

Duration: 1 Minute; 1d6 rounds/grade; end of the scene; a successful Medicine/Mend (DC20) check.

Sources: Putrid poison; Wounding attacks; Melee combat feats and weapon properties;

Blinded

Effect: *Flat-footed*, can't use skills requiring sight, -8 on attacks; Foes get +2 to attack, Immune to gaze attacks

Duration: Flash damage: 1d6 rounds; spell duration; 1 minute; 1d6 rounds/grade

Sources: Flash damage (Fort DC = damage); Blindness/Deafness, Blinding Ray spells; Blinding poison; Blinding attack

Deafened

Effect: Can't use skills requiring hearing.

Duration: Bang/Sonic damage: 1d6 rounds; spell duration; 1 hour; 1d6 rounds/grade

Sources: Bang/Sonic damage (Fort DC = damage); Blindness/Deafness spell; Deafening poison; Deafening attack

Enraged

Effect: May not make skill checks, attacks nearest foe with most damaging attack, if no foes nearest

Duration: Successful Resolve check (DC20) (1 check/round); 1 minute; 1d6 rounds/grade; end of the scene then are *Unconscious*

Sources: Insanity; Enraging poison; Enraging attack

Entangled

Effect: -2 on attacks, -4 on Dex-based skills, may not Refresh or Run, Speed is ½ standard.

Duration: spell duration; 1 round; 1d6 rounds/grade

Sources: Entangle spells; *Staple* trick; Entangling attack

Fatigued I

Effect: -2 STR and DEX, Speed reduced by 5 ft, can't Run, +4 DC to Resolve/Concentrate.

Duration: Eliminated at the end of the scene or with 1 hour of sleep

Sources: 0 Vitality, Subdual damage (Fort DC 10 + ½ damage), Starvation & Thirst; Fatiguing attack

Fatigued II

Effect: -4 STR and DEX, Speed reduced by 10 ft, can't Run, +8 DC to Resolve/Concentrate.

Duration: Becomes Fatigued I at the end of the scene or with 1 hour of sleep.

Sources: 0 Vitality, Subdual damage (Fort DC 10 + ½ damage), Starvation & Thirst; Fatiguing attack

Fatigued III

Effect: -6 STR and DEX, Speed reduced by 15 ft, can't Run, +12 DC to Resolve/Concentrate.

Duration: Becomes Fatigued II at the end of the scene or with 1 hour of sleep.

Sources: 0 Vitality, Subdual damage (Fort DC 10 + ½ damage), Starvation & Thirst; Fatiguing attack

Fatigued IV

Effect: -8 STR and DEX, Speed reduced by 20 ft, can't Run, +16 DC to Resolve/Concentrate.

Duration: Becomes Fatigued III at the end of the scene or with 1 hour of sleep.

Sources: 0 Vitality, Subdual damage (Fort DC 10 + ½ damage), Starvation & Thirst; Fatiguing attack

Fixated

Effect: May not attack or make skill checks, must make 1 standard move toward source of fixation

Duration: Successful Resolve check (DC20) (1 check/round); end of the scene.

Sources: Beguiling NPC quality, Taunt (Beguiling) action

Flanked

Effect: Foes get +2 on attacks, vulnerable to Sneak Attack damage

Duration: Until you move.

Sources: 2 Foes on opposite sides, *Lumbering* quality, *Hidden* foe attacking.

Flat-footed

Effect: Lose Dex bonus to Defense, vulnerable to Sneak Attack damage

Duration: Until you perform an action or are attacked.

Sources: Entering combat surprised, failure at skill checks and combat tricks.

Frightened

Effect: May not attack or use skills, must make 1 standard move away from source each round

Duration: Successful Resolve check (DC20) (1 check/round); end of the scene; 1 minute; 1d6 rounds/grade

Sources: Insanity, Scare, or Fear trap spells, Turning; Paranoid poison; Frightening attack

Held

Effect: *Flat-Footed*, may take no non-free action other than Grapple.

Duration: Successful Athletics check to escape.

Sources: Failure at Grapple action.

Helpless

Effect: +4 to attack you, vulnerable to Coup de Grace action.

Duration: Until able to defend yourself

Sources: Unconscious, magical sleeping

Hidden

Effect: All attacked opponents are *Flanked*, may not be targeted by skill checks or attacked, Immune to Gaze.

Duration: Until observers become aware of you

Sources: Blend/Sneak checks, Invisibility spell

Incorporeal

Effect: Immune to physical damage, but not to force damage.

Duration: 1 round/action dice; at will

Sources: Path of Darkness V; Spirit type

Invisible

Effect: Moving at least 10 feet as last action makes you *Hidden*

Duration: Spell duration

Sources: Invisibility spell

Paralyzed

Effect: You are *Flat-Footed*, may take only mental actions

Duration: Spell duration; 1 minute; 1d6 rounds/grade

Sources: Hold Animal, Hold Person spells; Paralyzing poison; Paralyzing attack

Pinned

Effect: *Flat-Footed*, may take no actions except Grapple, foes gain +4 to attack you, you may be bound with a free action.

Duration: Make successful Grapple check to become *Held*, you are released

Sources: Failure of Grapple check while *Held*.

Prone

Effect: Take only Handle Item or Reposition movement actions, +2 defense against ranged attacks, -2 defense against Melee attacks.

Duration: Until Repositioned

Sources: Reposition action.

Shaken I

Effect: May not Take 10 or Take 20, -2 with all attacks, -2 with all Cha and Wis skill checks

Duration: Eliminated at the end of the scene.

Sources: Scare spell, Stress damage (Will save DC 10 + ½ total stress)

Shaken II

Effect: May not Take 10 or Take 20, -4 with all attacks, -4 with all Cha and Wis skill checks

Duration: Becomes Shaken I at the end of the scene.

Sources: Scare spell, Stress damage (Will save DC 10 + ½ total stress)

Shaken III

Effect: May not Take 10 or Take 20, -6 with all attacks, -6 with all Cha and Wis skill checks

Duration: Becomes Shaken II at the end of the scene.

Sources: Scare spell, Stress damage (Will save DC 10 + ½ total stress)

Shaken IV

Effect: May not Take 10 or Take 20, -8 with all attacks, -8 with all Cha and Wis skill checks

Duration: Becomes Shaken III at the end of the scene.

Sources: Scare spell, Stress damage (Will save DC 10 + ½ total stress),

Sickened

Effect: -2 with all attacks, skill checks, damage rolls, and saves

Duration: removed from the cold; Treatment 1d6 days; Electrical/Stench 1d6 rounds; 1 minute; 1d6 rounds/grade

Sources: Cold-blooded; Treatment checks; Electrical damage (Fort DC = Damage; Stench NPC quality; Sickening poison; Sickening attack

Slowed

Effect: May take only 1 half-action per round, -1 with attacks, -1 with Reflex saves, -1 Defense, Speed is ½ standard.

Duration: Spell duration; 1 minute; 1d6 rounds/grade

Sources: Slow spell; Slowing poison; Slowing attack

Sprawled

Effect: *Flat-footed*, -2 with attacks

Duration: If attacked, you become *Prone*, use a Reposition action.

Sources: Falling; Bull Rush, Trip, Trample, Wing Buffet actions, Explosion damage; Sprawling attack

Stunned

Effect: *Flat-footed*, take no actions

Duration: 1d6 rounds; 1d6 rounds/grade

Sources: Bang damage, Stress/Subdual damage; Stunning attack

Flat-footed

Effect: Lose Dex bonus to Defense, vulnerable to Sneak Attack damage

Duration: Until you perform an action or are attacked.

Sources: Entering combat surprised, failure at skill checks and combat tricks.

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