

Standard Conditions Summary

Unless stated otherwise, any status can be caused by poison/NPC special attacks.

Immunities are listed at the bottom of the page.

Condition Name	Common Sources	Effects	Duration
Baffled (I-V)	Divine Damage (Will DC= Damage inflicted)	-2 penalty to all skills per grade	Grade decreases by 1 per scene
Bleeding, Fortitude DC (Damage inflicted)(C, E, U)	Melee Combat feats and weapon properties	1 subdual damage each round, 1d4 lethal if character takes action, +4 to Concentration DCs	Ends after current scene, or with a Treatment check
Blinded	Blinding Ray, Blindness/Deafness, Flash Damage (Fort DC= Damage Inflicted)	Character can't use skills that require sight, -8 on attacks; foes receive a +2 on attacks; Immune to Gaze	Varies; Flash Damage: 1d6 rounds
Deafened	Blindness/Deafness, Bang/Damage (Fort DC= Damage Inflicted)	Character can't use skills that require hearing, can't hear anything	Varies; Sonic/Bang Damage: 1d6 rounds
Enraged (C)	Insanity I-III	Character may not use skills and targets nearest living creature with most powerful attack	End of scene or Resolve Check (DC 20); the character becomes unconscious afterwards
Entangled (not caused by poison)	Entangle spell, Ranged Combat feats and weapon properties	-2 penalty on attacks, -4 on Dex-based skill checks; may not Refresh or Run, Speed drops to 1/2 standard (rounded down).	Varies
Fatigued (I-IV + special) (not caused by poison)(C)(E - unconsciousness only)	0 Vitality, Subdual Damage (Fort DC 10+1/2 total), Starvation and thirst (p. 217)	Can't run, Speed reduced by 5 and STR/DEX lowered by 2, +4 to Concentration DCs (per grade); failure at Fatigued IV causes unconsciousness	Character loses a fatigue grade once per scene or per hour of sleep
Fixated (not caused by special attacks or poison)(C, P)	Taunt (<i>Beguiling</i>), <i>Beguiling</i> NPC quality	Can't take skill/attack checks, must make at least 1 standard move towards fixating object	Varies or end of scene

Flanked (not caused by special attacks or poison)(E)	Whenever 2 opponents are standing on opposite sides, <i>Lumbering</i> quality, attacks by a <i>hidden</i> opponent	Lose Dex modifier to Defense, foes receive a +2 on attacks, susceptible to sneak attack damage	Varies
Flat-footed (not caused by special attacks or poison)	Failure at skill checks and combat tricks/feats, entering combat surprised	Lose Dex Modifier to Defense, susceptible to sneak attack damage and special powers	Whenever the character performs an action or is successfully attacked
Frightened(C)	Insanity I-III, Scare I/II, Fear Trap, Turning	May not use attacks or skills, must make a Standard move away from source each round	Resolve check DC 20 (1/round), consuming Spirits or end of scene
Held (not caused by poison)	Failure at Grapple checks	Character is <i>flat-footed</i> , may take no non-free Actions except Athletics check to escape; being <i>held</i> a second time makes character <i>pinned</i>	Until a successful grapple or when opponent releases voluntarily
Helpless (not directly caused by special attacks or poison)(P – Not helpless while asleep)	Natural/magical sleeping, unconsciousness	Attacks receive a +4 bonus; character is subject to <i>coup de grace</i> actions.	Condition ends when character is able to defend themselves
Hidden (not caused by special attacks or poison)	Invisibility (after moving 10 ft.), Blend/Sneak checks	Attacking while hidden considers opponent flanked, immune to gaze, cannot be targeted	When observers become aware of the target
Incorporeal (not caused by special attacks or poison)	Monster templates, Path of Darkness V	Immune to physical damage but not force or other non-physical attacks; can move through solid objects, but not force fields	When this condition ends with two characters in the same place, all objects merge and living things are killed
Invisible (not caused by special attacks or poison)	Invisibility spell, Ghost Supremacy feat	When the character moves at least 10 feet from his position as his last action, he becomes <i>hidden</i>	See Invisible, Search/Notice checks using sound, or ends voluntarily
Paralyzed (C, E, P, U)	Hold Animal, Hold Person	The character is flat-footed and can take only mental actions	Varies

Pinned (not caused by special attacks or poison)	Failure at Grapple checks while <i>held</i>	Character is <i>flat-footed</i> , forbidden from actions except full-action resistance, opponents gain a +4 on attacks; can be bound as a free action	Until a success on a grapple check, then character is <i>held</i> , or when opponent releases voluntarily
Prone (not caused by special attacks or poison)	Voluntarily lying down, Reposition action	Limited movement actions (Handle Item/Reposition); +2 Defense vs. ranged, -2 on melee attacks	When the character uses Reposition action
Shaken (I-IV + Special) (not caused by poison)(C)(E – unconsciousness only)	Scare I/II(successful save), Stress damage (DC 10+1/2 total)	Character may not Take 10/20, - on attacks, CHA/WIS skills, +4 to Concentration DCs per grade, failing at grade IV causes unconsciousness	Character loses a shaken grade at the end of each scene, drinking Booze removes one grade
Sickened (C, E, P, U)	<i>Cold-blooded</i> , Treatment checks, Electrical damage (DC = damage inflicted), Stench NPC quality	-2 penalty with all attacks, skills, damage and saves	Varies; eating Hero's Feast or fresh food removes sickened
Slowed	Slow spell	Only 1 half action per round, -1 penalty with attacks, Reflex and Defense, speed halved (round down)	Varies; Slow spell lasts 1 round/caster level
Sprawled (not caused by poisons)	Falling, Bull Rush, Trip, Trample(Fort DC= damage), Wing Buffet, Explosive Damage (20+), Nature's Fury	Character is flat-footed and -2 penalty on all attacks	Until attacked (changes to <i>prone</i>) or when the character uses the Reposition action
Stunned (not caused by poison)(U)	Bang Damage, Stress/Subdual Damage (on a critical)	Character is <i>flat-footed</i> and may take no actions	Varies; 1d6 rounds after Bang; 1 round after critical on Subdual/Stress (success) or 1d6 rounds (failure)

C- Construct Immunity, E – Elemental Immunity, P – Plant Immunity, U – Undead Immunity

Poisons / Diseases – C, E, P, U

Sneak Attack/Stress/Subdual Damage – C, E, P, U (except Sneak Attack)

Critical Hits - U