

## 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                                                                            |
|--------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|
| <b>Baffled (I-V)</b>                                                                 | Divine Damage (Will DC= Damage inflicted)                                         | -2 penalty to all skills per grade                                                                                                         | Grade decreases by 1 per scene                                                      |
| <b>Bleeding, Fortitude DC (Damage inflicted)(C, E, U)</b>                            | 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                                 |
| <b>Blinded</b>                                                                       | 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                                                    |
| <b>Deafened</b>                                                                      | 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                                               |
| <b>Enraged (C)</b>                                                                   | 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 |
| <b>Entangled (not caused by poison)</b>                                              | 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                                                                              |
| <b>Fatigued (I-IV + special) (not caused by poison)(C)(E - unconsciousness only)</b> | 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                 |
| <b>Fixated (not caused by special attacks or poison)(C, P)</b>                       | Taunt ( <i>Beguiling</i> ), Beguiling NPC quality                                 | Can't take skill/attack checks, must make at least 1 standard move towards fixating object                                                 | Varies or end of scene                                                              |
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| <b>Flanked (not caused by special attacks or poison)(E)</b>                                              | 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                                                                                                         |
| <b>Flat-footed (not caused by special attacks or poison)</b>                                             | 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                                          |
| <b>Frightened(C)</b>                                                                                     | 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                                               |
| <b>Held (not caused by poison)</b>                                                                       | 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                                               |
| <b>Helpless (not <i>directly</i> caused by special attacks or poison)(P – Not helpless while asleep)</b> | 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                                                     |
| <b>Hidden (not caused by special attacks or poison)</b>                                                  | 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                                                                      |
| <b>Incorporeal (not caused by special attacks or poison)</b>                                             | 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 |
| <b>Invisible (not caused by special attacks or poison)</b>                                               | 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                                           |
| <b>Paralyzed (C, E, P, U)</b>                                                                            | Hold Animal, Hold Person                                                                                           | The character is flat-footed and can take only mental actions                                                                                                  | Varies                                                                                                         |
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| <b>Pinned (not caused by special attacks or poison)</b>                            | 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 |
| <b>Prone (not caused by special attacks or poison)</b>                             | 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                                                                 |
| <b>Shaken (I-IV + Special) (not caused by poison)(C)(E – unconsciousness only)</b> | 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                 |
| <b>Sickened (C, E, P, U)</b>                                                       | <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                                                |
| <b>Slowed</b>                                                                      | 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                                                             |
| <b>Sprawled (not caused by poisons)</b>                                            | 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                |
| <b>Stunned (not caused by poison)(U)</b>                                           | 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