

CONDITIONS

Ability Damaged: return at a rate of 1 per day

Ability Drained: regain points only through magical means

Blinded: cannot see. -2 AC, no Dex bonus to AC, move at half speed, -4 Search and on most Str- and Dex skill checks. All checks and activities that rely on vision (i.e. reading, Spot checks) fail. All opponents have total concealment (50% miss chance).

Blown Away: knocked down and roll 1d4 x 10 feet, taking 1d4 points of nonlethal damage per 10 feet. If flying: blown back 2d6 x 10 feet and take 2d6 points of nonlethal damage.

Checked: Prevented from achieving forward motion. Creatures on ground stop. Checked flying creatures move back a distance specified in the description of effect.

Confused: rolling d% at the beginning of turn:

01-10: attack caster with melee or ranged weapons (or close with caster if attacking is not possible);
11-20: act normally;
21-50: do nothing but babble incoherently;
51-70: flee away from caster at top possible speed;
71-100: attack nearest creature.

If not possible then do nothing but babble incoherently. Attackers get no special advantage. Confused character who is attacked automatically attacks its attackers on its next turn. No attacks of opportunity against any creature that it is not already devoted to attacking.

Cowering: take no actions. -2 AC, no Dex bonus

Dazed: take no actions

Dazzled: -1 on attack, Search and Spot checks.

Dead: no magical healing possible, body decays normally unless magically preserved.

Deafened: cannot hear, -4 penalty on initiative, automatically fails Listen checks, and has a 20% chance of spell failure when casting spells with verbal components.

Disabled: single move action or standard action each round (but not both, nor can she take full-round actions). move at half speed. performing any standard action deals 1 point of damage after the completion.

Dying: 10% chance to become stable each round

Energy Drained: permanent character's level drain. If at least as many negative levels as Hit Dice -> Dead. Each negative level: -1 on attack, saving throws, skill-, ability checks; loss of 5 hit points; -1 to ECL, loses one spell or spell slot from the highest spell level castable.

Entangled: impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. move at half speed, cannot run or charge, -2 on attack, -4 to Dex. Attempting to cast a spell: must make a Concentration check (DC 15 + the spell's level) or lose the spell.

Exhausted: move at half speed, -6 to Str and Dex. After 1 hour of complete rest -> fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue.

Fascinated: stand or sit quietly, no actions other than to pay attention to tect. -4 on skill checks made as reactions, such as Listen and Spot checks. Any potential threat, allows new saving throw against effect. Obvious threat automatically breaks the effect. Ally may shake it free of the spell as a standard action.

Fatigued: -2 to Str and Dex, cannot run or charge, Doing anything that would cause fatigue -> exhausted. After 8 hours of complete rest no longer fatigued.

Flat-Footed: no Dex bonus to AC, can't make attacks of opportunity.

Frightened: -2 on attack, saving throws, skill- and ability checks. flee from source of fear as best it can. If unable, may fight. can use special abilities, including spells, to flee; must use such means if they are the only way to escape.

Gaseous: Can't attack physically or cast spells with verbal, somatic, material, or focus components. Lose their supernatural abilities (except for the supernatural ability to assume gaseous form). DR 10/magic. Spells, spell-like abilities, and supernatural abilities affect them normally. Lose all benefit of material armor (including natural armor), though size, Dex, deflection bonuses and armor from force still apply. don't need to breathe, immune to attacks involving breathing, can't enter liquid. They are not ethereal or incorporeal. affected by winds. However wind can't disperse or damage a creature in gaseous form. +20 Hide in an area with mist, smoke, or other gas gain.

Grappling: does not threaten any squares, no Dex bonus to AC against opponents not grappling.

Helpless: Dex = 0 (-5 modifier). Melee attacks against a helpless get a +4 bonus. Ranged attacks gets no special bonus against helpless targets. Sneak attack against helpless targets possible.

As a full-round action, an enemy can use a melee weapon to deliver a **coup de grace** to a helpless foe: If the defender survives, must make a Fortitude save (DC 10 + damage dealt) or die. Delivering a coup de grace provokes attacks of opportunity. Creatures immune to critical hits do not take critical damage, nor do they need to make Fortitude saves to avoid being killed by a coup de grace.

Incorporeal: immune to all nonmagical attacks. can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like effects, or supernatural effects.

Invisible: Visually undetectable. +2 on attack rolls against sighted opponents, ignores its opponents' Dex bonuses to AC

Knocked Down: Creatures on ground are prone. Flying creatures are blown back 1d6 x 10 feet.

Nauseated: single move action per turn, unable to attack, cast spells, concentrate on spells, or do anything else requiring attention.

Panicked: -2 on all saving throws, skill- and ability checks. drop anything held and flee at top speed from the source of fear, as well as any other dangers, along a random path. can't take any other actions. If cornered -> cowers and does not attack, typically using the total defense action in combat. A panicked creature can use special abilities, including spells, to flee; must if they are the only way to escape.

Paralyzed: unable to move or act. Dex=0 (-5 modifier), Str=0 (-5 modifier), helpless, but can take purely mental actions.

Petrified: like being unconscious.

Pinned: immobile (but not helpless) in a grapple.

Prone: -4 on melee attack, cannot use a ranged weapon (except for a crossbow). +4 AC against ranged-, -4 AC against melee-attacks. Standing up provokes an attack of opportunity.

Shaken: -2 on attack, saving throws, skill- and ability checks.

Sickened: -2 on attack, saving throws, skill- and ability checks, weapon damage.

Stable: no longer dying, but still unconscious. Each hour 10% chance of becoming conscious and disabled. Otherwise lose 1 hit point.

Staggered: single move action or standard action each round (but not both, nor take full-round actions).

Stunned: -2 AC, no Dex bonus to AC, drops everything held, can't take actions

Turned: flee for 10 rounds (1 minute) by the best and fastest means available. If impossible -> cower.

Unconscious: Helpless

SPECIAL ABILITIES

A special ability is either extraordinary, spell-like, or supernatural in nature.

Extraordinary Abilities (Ex): Extraordinary abilities are nonmagical. They are, however, not something that just anyone can do or even learn to do without extensive training. Effects or areas that negate or disrupt magic have no effect on extraordinary abilities.

Spell-Like Abilities (Sp): Spell-like abilities, as the name implies, are spells and magical abilities that are very much like spells. Spell-like abilities are subject to spell resistance and dispel magic. They do not function in areas where magic is suppressed or negated (such as an antimagic field).

Supernatural Abilities (Su): Supernatural abilities are magical but not spell-like. Supernatural abilities are not subject to spell resistance and do not function in areas where magic is suppressed or negated (such as an antimagic field). A supernatural ability's effect cannot be dispelled and is not subject to counterspells. See the table below for a summary of the types of special abilities.