



NG GAME COMPATIBLE

GM's Aid VII: Condition Cards – Pathfinder Roleplaying Game Edition

by

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4WF001

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Introduction

Condition Cards have been designed as a game aid for players and gamemasters alike. They have been formatted to print on any standard-size business card paper, or you can just print them on cardstock and cut them out using the lines as guides.

Keep the cards handy and whenever your character is struck blind by a spell, knocked prone by a powerful blow, or simply invisible thanks to a handy potion, you can pull out the requisite card and - voila! - you have all the information you need to handle any adjustments to die rolls, combat stats, skill checks, etc. When your condition ends, simply return the card to the stack.

Gamemasters might even consider printing out two or three sets of these cards, as multiple characters can sometimes be affected by the same condition.

The condition cards presented here differ from our earlier set of condition cards in that they have been designed for compatibility with the Pathfinder Roleplaying Game from Paizo Publishing, LLC.

Bleed Take the listed amount of Bleed damage at beginning of turn Can be stopped with DC 15 Heal or any spell that cures hit point damage (even if Bleed is ability damage) Multiple Bleed do not stack Ability drain Bleed is worse than ability damage Bleed; Ability damage bleed is worse than hit point Bleed	Blinded-2 AC; Lose DEX bonus to AC-2 STR & DEX-based skill checks and on opposedPerception checksAll activities that depend on vision automatically failAll opponents have total concealment (50% miss chance)DC 10 Acrobatics to move more than ½ speed or fall prone
Broken (items only) -2 on attacks and damage; score critical on 20 only Armor bonus is halved -2 on skill checks with broken tools Wands/staves use 2x normal charges Value reduced by 75% Magic items repaired only with <i>mending</i> or <i>make whole</i>	Confused Treat allies as foes; Allies must succeed on melee touch attack with beneficial spells Attack anyone that attacks you until creature is dead or flees Roll d% each turn: 01-25 Act normally 51-75 1d8+STR bonus damage to self 26-50 Babble incoherently
Cowering Frozen in fear Take no actions -2 to AC No DEX bonus	Dazed Unable to act normally Take no actions No penalty to AC Typically lasts only 1 round
Dazzled Unable to see well -1 to attack rolls -1 to sight-based Perception checks	Dead Soul leaves body Cannot benefit from normal or magical healing Can be restored to life with magic Body decays unless preserved Magical life restoration heals decay damage

 Deafened 4 to Initiative Automatically fails sound-based Perception checks 4 penalty to opposed Perception checks 20% chance of spell failure on spells with verbal component Dying Negative hp total and not stabilized Take no actions 10% chance to stabilize each round Suffer 1 hp damage if not stabilized Dead at negative hp equal to CON or -10 (whichever is lower) Entangled	 Disabled 0 hp or negative hp but stabilized and conscious Single move action or standard action each round No full-round actions Move at ½ speed Standard actions deal 1 hp damage at end of turn Energy Drained If negative levels equal or exceed character level, death occurs -1 attack, saves, skill & ability checks per negative level -5 hit points per negative level -1 effective level per negative level Spellcaster lose 1 spell slot from highest spell level per negative level Exhausted
Move at ½ speed Cannot run or charge -2 on attack rolls -4 to DEX Spellcraft DC 15+spell level to cast spells Fascinated Take no actions other than paying attention to fascinating effect -4 to skill checks made as reactions Any potential threat allows new save Any obvious threat breaks effect	Move at ½ speed -6 to STR and DEX 1 hour rest moves character to Fatigued Fatigued Cannot run or charge -2 to STR and DEX Any action causing Fatigue causes Exhaustion 8 hours rest removes Fatigue

Those not yet acted in combat No DEX bonus to AC No Attacks of Opportunity	 Frightened Flee from source of fear If unable to flee, can attack -2 attack, saves, skill checks & ability checks Can use spells or magic to flee Helpless Completely immobile and at enemies mercy DEX is 0 (-5 penalty) Enemies have +4 to attacks Enemies have +4 to attacks Enemies can coup de grace with full round action; automatically hits with critical If attack is survived, DC 10 + damage Fort or die Invisible +2 attack vs. sighted opponents
Harmed only by other incorporeal creatures, +1 or better weapons, spells, spell-like effects or supernatural abilities Nauseated	Opponents lose DEX bonus Panicked Drop held items and flee at top speed
Cannot attack or cast spells	Take no other actions
	Take no other actions -2 saves, skill checks and ability checks
Cannot attack or cast spells Cannot concentrate on spells	

Paralyzed Effective DEX and STR of 0 Can take mental actions Flying creatures plummet Swimming creatures may drown Space occupied counts as 2 spaces for others to move through	Petrified Turned to stone and unconscious Broken characters joined together return as whole Incomplete characters return to life as incomplete, complete with some amount of hit point loss or debilitation
Pinned Cannot move and considered flat-footed -4 to AC Can take verbal and mental actions; can attempt to free self Cannot cast spells that require somatic or material components DC 15 + spell level Spellcraft to cast spells Shaken -2 on attacks -2 skill checks -2 saving throws	 Prone 4 to attacks Cannot use ranged weapons (except crossbows) +4 AC bonus vs. ranged attacks -4 AC vs. melee attacks Standing is move action Sickened -2 on attacks -2 on weapon damage -2 saving throws -2 skill checks
Stable Dying but no longer losing hit points Unconscious 10% chance each hour to become conscious If stabilized without help, 10% chance each hour to become conscious and disabled, otherwise lose 1 hp	-2 ability checks Staggered Single move or standard action each round No full-round actions Can take swift and immediate actions If non-lethal damage equals maximum HP total, become staggered

Stunned

Drop all held items

Take no actions

-2 to AC

Lose all DEX bonus

Unconscious

Knocked out and helpless

Can result from negative hit point total or non-lethal damage exceeding hit point total

Can result from magical or alchemical sleep effects

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