

RULES

Each of these handy cards contains all the basic information you need about some of the most common conditions in the Pathfinder Roleplaying Game.

Each card lists the condition and the basic game rules associated with that condition. Whenever a spell or effect grants a condition, simply hand the appropriate cards to the affected players, allowing them to easily reference its effects.

All 52 cards have different conditions on each side. In most cases, the back of the card contains a more serious version of the condition on the front. Since similar conditions rarely stack, the affected player can simply turn over the card if the condition worsens and flip it back if things improve.

NEW SPELL

SOOTHING WORD

School conjuration (healing); **Level** cleric 2, druid 2, inquisitor 2, paladin 2, ranger 2, witch 2

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target 1 creature

Duration instantaneous

Saving Throw Will negates (harmless);

Spell Resistance yes (harmless)

The target of this spell causes several conditions that he suffers from to be lessened in severity by one step. If he is nauseated, he is instead sickened. If he is stunned, he is instead dazed. If he is exhausted, he is fatigued. If he is frightened, he is shaken. If he is paralyzed, he is staggered. The duration of the effect is unchanged; the effect is simply reduced to the lesser version. This spell has no effect on conditions not listed above.

PRONE

Oof!



You are lying on the ground.

You take a -4 penalty on melee attack rolls and cannot use a ranged weapon (except for a crossbow).

You gain a +4 AC bonus against ranged attacks, but take a -4 AC penalty against melee attacks.

Standing up is a move-equivalent action that provokes an attack of opportunity.

UNCONSCIOUS

Zzzzzzz!



You are knocked out and helpless.

Unconsciousness can result from having negative hit points (but not more than your Con score), or from nonlethal damage greater than your current hit points.

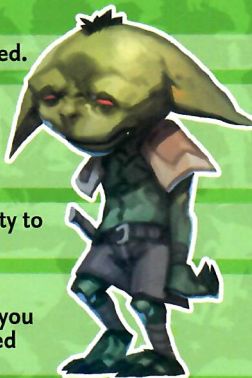
EXHAUSTED

You are very tired.

You move at half speed, and cannot run or charge.

Take a -6 penalty to Str and Dex.

After 1 hour of complete rest, you become fatigued instead.



So...
Tired...

FATIGUED

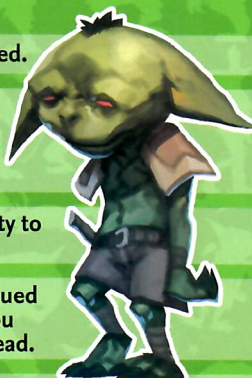
You are very tired.

You move at half speed, and cannot run or charge.

Take a -2 penalty to Str and Dex.

Becoming fatigued again makes you exhausted instead.

Resting for 8 hours removes this condition.



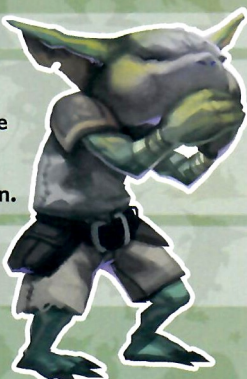
So...
Tired...

NAUSEATED

You are very sick.

You are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention.

You can only take a single move action each turn.



Gurgle Urp!

SICKENED

You are ill.

You take a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.



Gurgle Urp!

STAGGERED

Your reactions are slowed.

You may take a single move action or standard action each round (you cannot take full-round actions).

You can still take swift and immediate actions.



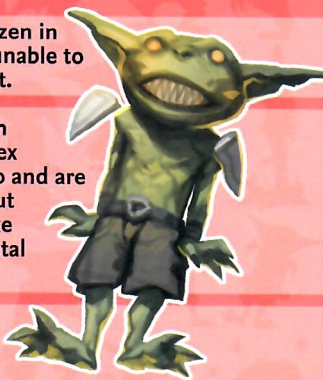
Zart!

PARALYZED

You are frozen in place and unable to move or act.

You have an effective Dex and Str of 0 and are helpless, but you can take purely mental actions.

Any creature can move through your space, but treats it as difficult terrain.



Zart!

DYING

Slain!



You are unconscious and near death.

You can take no actions.

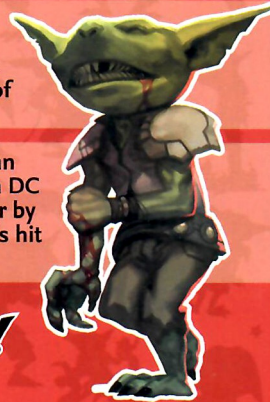
On your turn, you must make a DC 10 Constitution check to become stable. You take a penalty on this roll equal to your negative hit point total. If you fail this check, you lose 1 hit point. If you make it, you become stable and need not make any more checks. If your negative hp total is equal to your Con score, you are dead.

BLEED

You are bleeding and take damage at the beginning of your turn.

The bleeding can be stopped by a DC 15 Heal check or by magic that heals hit point damage.

Ow!

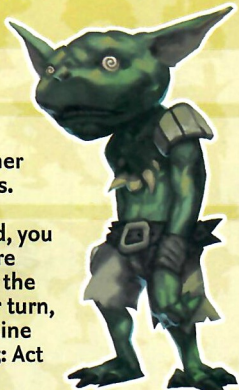


CONFUSED

You are mentally befuddled.

You treat all creatures as neither allies nor enemies.

If you are attacked, you attack that creature until it is dead. At the beginning of your turn, roll d% to determine your action: 01–25: Act normally. 26–50: Babble incoherently. 51–75: Deal 1d8 points of damage + Str mod. to self with item in hand. 76–100: Attack nearest creature.



Mama?

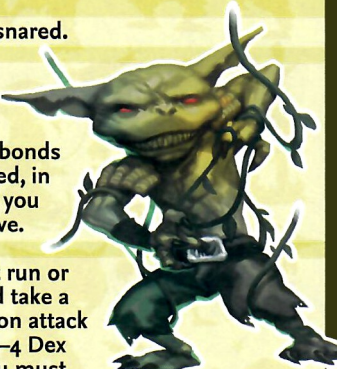


ENTANGLED

You are ensnared.

You move at half speed, unless the bonds are anchored, in which case you cannot move.

You cannot run or charge, and take a –2 penalty on attack rolls and a –4 Dex penalty. You must make a concentration check (DC 15 + spell level) to cast a spell.



Get Em Off!



FRIGHTENED

You are scared and flee the source of your fear.

You take a –2 penalty on all attack rolls, saving throws, skill checks, and ability checks.

You must flee the source of your fear by any means at your disposal.



Oh No!



SHAKEN

You are unsettled.

You take a –2 penalty on attack rolls, saving throws, skill checks, and ability checks.

If you are shaken again, you become frightened instead.



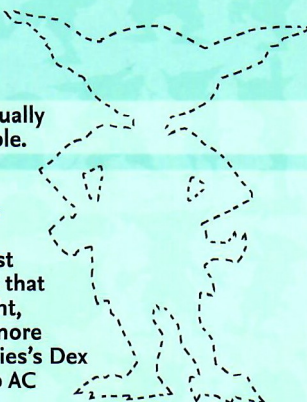
Oh No!



INVISIBLE

You are visually undetectable.

You gain a +2 bonus on attack rolls against opponents that rely on sight, and you ignore your enemies's Dex bonuses to AC (if any).



Can't See Me!



INCORPOREAL

Boo!

You do not have a physical body.

You are immune to all nonmagical attack forms, and take half damage (50%) from magic weapons, spells, spell-like effects, and supernatural effects.

You take full damage from other incorporeal creatures and effects, as well as from all force effects.



STUNNED

You are unable to act.

You drop anything you are holding, and can't take actions.

Take a -2 penalty to AC, and lose your Dex bonus to AC.




...? 

DAZED

You are unable to act normally.

You can take no actions, but have no penalty to AC.

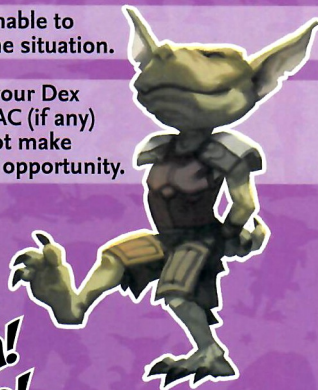


...? 

FLAT-FOOTED

You are unable to react to the situation.

You lose your Dex bonus to AC (if any) and cannot make attacks of opportunity.



la!
la!
la! 

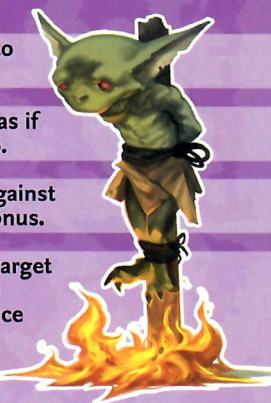
HELPLESS

You are unable to move or act.

You are treated as if your Dex were 0.

Melee attacks against you gain a +4 bonus.

You can be the target of sneak attacks and coup de grace attempts (full-round action, automatic critical hit, Fort save or die, DC 10 + damage dealt).



Help! 

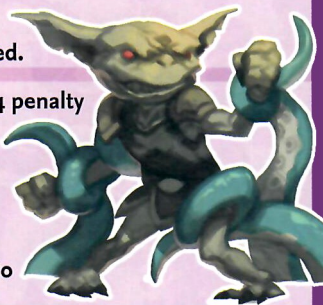
PINNED

You are tightly bound.

Let Go! 

You cannot move and are flat-footed.

You take a -4 penalty to AC and can only take verbal or mental actions, except attempting to escape.



You cannot cast spells that require somatic or material components, and must make a concentration check (as grappled) to cast a spell.

GRAPPLED

You are restrained by a creature, trap, or effect.

Let Go! 

You cannot move, and take a -4 Dex penalty.

You take a -2 penalty on all attack rolls and combat maneuvers, except grapple.



You can only use one hand, and cannot make attacks of opportunity. You must make a concentration check (DC 10 + grappler's CMB + spell lev.) to cast spells.

BLINDED

You cannot see.

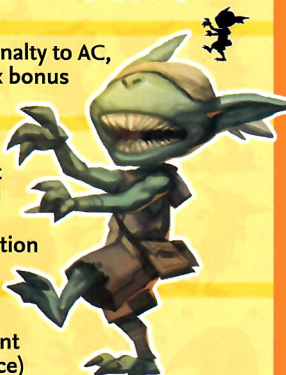
I Can't See! 

You take a -2 penalty to AC, and gain no Dex bonus to AC.

You take a -4 penalty on most Str and Dex skill checks and on opposed Perception checks.

Enemies have total concealment (50% miss chance) from you.

You must make a DC 10 Acrobatics check to move faster than half speed or fall prone.

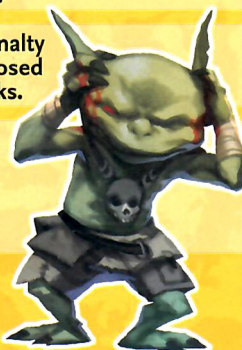


DEAFENED

You cannot hear.

You take a -4 penalty on init. and opposed Perception checks.

20% spell failure when casting spells with verbal components.



What?! What?! 

FASCINATED

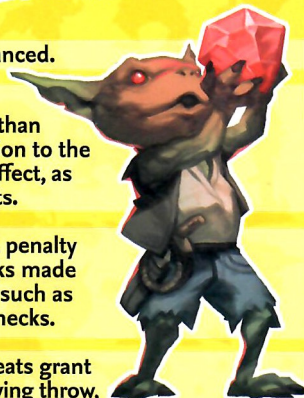
You are entranced.

You take no action other than to pay attention to the fascinating effect, as long as it lasts.

You take a -4 penalty on skill checks made as reactions, such as Perception checks.

Potential threats grant you a new saving throw, while obvious threats break the effect.

An ally can free you as a standard action.



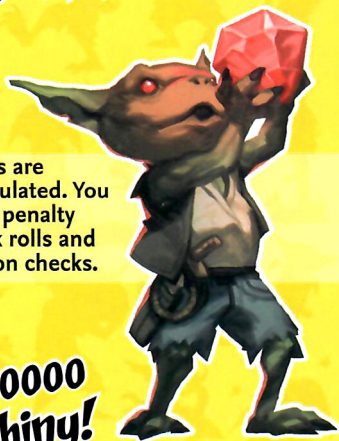
Ooooo Shiny! 



DAZZLED

Your eyes are
overstimulated. You
take a -1 penalty
on attack rolls and
Perception checks.

Ooooo
Shiny!



PRONE

You are lying on the ground.
You take a -4 penalty to melee attack rolls.
You gain a +4 bonus to your Armor Class against ranged attacks, but you take a -4 penalty to your Armor Class against melee attacks.
Standing up from prone is a move action.



DEAD

You are dead.
You die when you have 0 Hit Points, are not stable, and have no Resolve Points remaining but would lose Resolve Points due to dying or taking damage while dying. You can also die from ability damage, ability drain, or negative levels, or by taking massive damage.
You are unable to act, and you can't benefit from normal or magical healing, but you can be restored to life via magic or technology capable of such a feat.



INVISIBLE

You are visually undetectable.
Creatures using only an imprecise sense, or whose only precise sense is vision, can't observe you and are flat-footed against your attacks.
You have total concealment (50% miss chance) from attacks made against you by creatures that are aware of your location.



INCORPOREAL

You don't have a physical body.
You are immune to all nonmagical kinetic attacks, and you take half damage from energy attacks and magical kinetic attacks.
You are also immune to critical hits.
You take full damage from incorporeal creatures and effects, as well as from force effects.
Your attacks target EAC.
You can't take actions that would move or manipulate an opponent or its equipment, including combat maneuvers, nor are you subject to any such actions.

