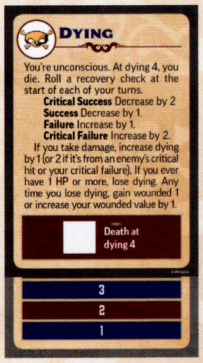
Instructions

Pathfinder Condition Cards make conditions easier to track. Each card includes a brief summary of the condition's effects in large text at the bottom, with a more detailed description in smaller text on the card. The full rules appear on pages 618–623 of the *Pathfinder Core Rulebook*.

This box includes tracking cards to use alongside those conditions that make use of condition values. Each tracking card has one side to monitor condition values and another for durations. Place this card under the condition card with the current condition value or duration exposed just under the bottom border of the condition card. Then, slide the card upward one notch when the value or duration decreases, or downward one notch if it increases.



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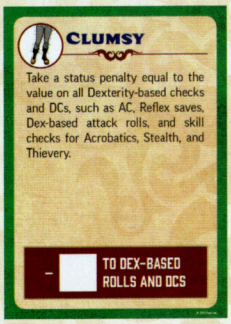
If you prefer not to use the tracking cards, each card that has a condition value also includes a space to write in the value. This works best if you put a clear card sleeve over the card and write the value with a dry- or wet-erase marker.



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Blinded

Treat all normal terrain as difficult terrain. You critically fail Perception checks that require you to be able to see, and you take a –4 status penalty to Perception checks. You are immune to visual effects.

–4 PERCEPTION

All normal terrain is difficult

Broken

A broken object can't be used for its normal function, nor does it grant its normal bonuses.

Broken armor still grants its item bonuses, but it also gives you a status penalty to AC: –1 for light, –2 for medium, or –3 for heavy.

Item doesn't function or grant bonus

Clumsy

Take a status penalty equal to the value on all Dexterity-based checks and DCs, such as AC; Reflex saves; Dexterity-based attack rolls; and skill checks for Acrobatics, Stealth, and Thievery.

– ☐ TO DEX-BASED ROLLS AND DCS

Concealed

A creature that you're concealed from must succeed at a DC 5 flat check when targeting you. Area effects aren't subject to this flat check. If the check fails, the attack, spell, or effect doesn't affect you.

DC 5 flat check to target you

Confused

You're flat-footed, don't treat anyone as your ally, and can't use reactions, Delay, or Ready. All your actions are determined by the GM.

You use your actions to attack or cast offensive cantrips. The target is determined randomly by the GM. If you have no other viable targets, you automatically hit yourself.

When damaged by an attack or spell, you can attempt a DC 11 flat check to end this condition.

Attack indiscriminately

DC 11 flat check to end when you take damage

Controlled

Someone else chooses all your actions for you.

Another chooses your actions

Dazzled

Everything is concealed from you. This means you must succeed at a DC 5 flat check to target anything.

DC 5 flat check to target anything

Deafened

You automatically critically fail Perception checks that require you to be able to hear. You take a –2 status penalty to Perception checks for initiative and checks that involve sound but also rely on other senses.

If you perform an action with the auditory trait, you must succeed at a DC 5 flat check or the action is lost. You are immune to auditory effects.

–2 PERCEPTION FOR INITIATIVE

–2 CHECKS INVOLVING SOUND

DC 5 flat check for auditory actions

Doomed

The dying value at which you die is reduced by your doomed value. If your maximum dying value is reduced to 0, you instantly die.

When you get a full night's rest, your doomed value decreases by 1.

– ☐ MAX DYING VALUE

Drained

Take a status penalty equal to the value on Constitution-based checks, such as Fortitude saves. You also lose HP equal to your level times the drained value, and your maximum HP are reduced by the same amount.

When you get a full night's rest, your drained value is reduced by 1.

– [ ] to Con-based rolls and DCs

Lose HP (level × value)

Dying

You're unconscious. At dying 4, you die. Roll a recovery check at the start of each of your turns.

Critical Success Decrease by 2
Success Decrease by 1.
Failure Increase by 1.
Critical Failure Increase by 2.

If you take damage, increase dying by 1 (or 2 if it's from an enemy's critical hit or your critical failure). If you ever have 1 HP or more, lose dying. Any time you lose dying, gain wounded 1 or increase your wounded value by 1.

[ ] Death at dying 4

Encumbered

You're clumsy 1 and take a –10-foot penalty to your Speed (or all your Speeds, if you have special Speeds).

–1 to Dex-based rolls and DCs [clumsy]
–10 feet Speed

Enfeebled

Take a status penalty equal to the value on Strength-based rolls and DCs, such as Strength-based melee attack rolls, Strength-based damage rolls, and Athletics checks.

– [ ] to Str-based rolls and DCs

Fascinated

You are compelled to focus your attention on something. Take a –2 status penalty to Perception and skill checks, and you can't use actions with the concentrate trait unless they or their intended consequences are related to the subject of your fascination.

If a creature uses a hostile action against you or any of your allies, your fascination ends.

–2 Perception and skills
Concentrate actions limited

Fatigued

Take a –1 status penalty to AC and saving throws. While exploring, you can't choose an exploration activity.

When you get a full night's rest, you recover from fatigued.

–1 AC and saves
No exploration activity while exploring

Flat-Footed

Take a –2 circumstance penalty to Armor Class.

–2 AC

Fleeing

On your turn, you must spend each of your actions trying to escape the source of the fleeing condition as expediently as possible. You can't Delay or Ready while fleeing.

Must flee
Can't Delay or Ready

Frightened

Take a status penalty equal to your frightened value to all your checks and DCs.

At the end of each of your turns, the value of your frightened condition decreases by 1.

– [ ] to all checks and DCs

Grabbed

You're held in place by another creature, making you flat-footed and immobilized.

If you attempt a manipulate action while grabbed, you must succeed at a DC 5 flat check or it is lost.

–2 AC [FLAT-FOOTED]
Can't move
DC 5 flat check to use manipulate actions

Hidden

While you're hidden from a creature, that creature knows the space you're in, but it can't tell precisely where you are. A creature you're hidden from is flat-footed to you and must succeed at a DC 11 flat check when targeting you. Area effects aren't subject to this flat check. If the check fails, the attack, spell, or effect doesn't affect you.

ENEMIES –2 AC [FLAT-FOOTED]
DC 11 flat check to target you

Immobilized

You can't use any action that has the move trait.

If you're immobilized by something holding you in place and an external force would move you, that force must succeed at a check against either the DC of the effect holding you in place you or the relevant defense (usually Fortitude DC) of the monster holding you in place.

Can't move

Invisible

You're undetected to everyone. Creatures can Seek to attempt to detect you, making you merely hidden on a successful Perception check against your Stealth DC. You can't be fully observed while invisible except via special magic or abilities.

ENEMIES –2 AC [FLAT-FOOTED]
Can't be seen or targeted

Paralyzed

Your body is frozen in place. You have the flat-footed condition and can't act except to Recall Knowledge and act in other ways that require only the use of your mind (as determined by the GM).

Can't act except thinking

Persistent Damage

Take this damage at the end of each of your turns as long as you have the condition, rolling the damage dice anew each time. After you take persistent damage, attempt a DC 15 flat check to see if you recover.

You or an ally can help you recover with a ◆◆ activity, allowing you to attempt an additional flat check immediately.

Take damage at the end of your turn:
DC 15 flat check to recover

Petrified

You have been turned to stone. You can't act, nor can you sense anything.

You are an object with a Bulk equal to double your normal Bulk (typically 12 for a petrified Medium creature or 6 for a petrified Small creature), AC 9, Hardness 8, and the same HP you had when alive. When you're turned back into flesh, you keep the HP you had as a statue. If the statue is destroyed, you immediately die.

Can't act or sense
You're an object

Prone

You're lying on the ground. You're flat-footed and take a –2 circumstance penalty to attack rolls. The only move actions you can take are Crawl and Stand. Standing up ends the prone condition.

You can Take Cover to get greater cover against ranged attacks (but you still have the penalty to AC for being flat-footed).

If you're Climbing or Flying when knocked prone, fall instead.

–2 AC [FLAT-FOOTED]
–2 ATTACK ROLLS
Can only Crawl or Stand
Can Take Cover

Quickened

Gain 1 additional action at the start of your turn each round. You can use this action only for the specific actions listed.

+1 ◆, can be used to

Restrained

You're tied up so you can barely move, or a creature has you pinned. You have the flat-footed and immobilized conditions, and you can't use any action with the attack or manipulate traits except attempt to Escape or to Force Open your bonds.

–2 AC [FLAT-FOOTED]

Can't move, attack, or manipulate (except to Escape or Force Open)

Sickened

Take a status penalty equal to your sickened value on all your checks and DCs. You can't willingly ingest anything (including potions).

You can spend ❖ retching in an attempt to recover, which lets you attempt a Fortitude save against the DC of the effect that made you sick. On a success, reduce your sickened value by 1 (or by 2 on a critical success).

– [ ] TO ALL CHECKS AND DCS

❖ to attempt recovery

Slowed

You have fewer actions. When you regain your actions at the start of your turn, reduce that number of actions by your slowed value.

Because slowed has its effect at the start of your turn, you don't lose actions immediately if you become slowed during your turn.

If you're both stunned and slowed, actions lost to slowed count toward stunned.

– [ ] ❖

Stunned

You can't act while stunned. Stunned usually includes a value, which indicates how many total actions you lose from being stunned. When you regain actions, reduce the number you regain by your stunned value. Then, reduce your stunned value by the number of actions you lost.

If stunned has a duration instead of a value, you lose all your actions for the listed duration.

[ ] Can't act

Reduce value each time you would regain actions

Stupefied

Take a status penalty equal to the value on Intelligence-, Wisdom-, and Charisma-based checks and DCs, such as Will saves, spell attack rolls, spell DCs, and skill checks that use these ability scores.

Anytime you attempt to Cast a Spell while stupefied, the spell is disrupted unless you succeed at a flat check with a DC equal to 5 + your stupefied value.

– [ ] TO INT-, WIS-, AND CHA-BASED ROLLS AND DCS

DC 5 + value flat check to Cast a Spell

Unconscious

You can't act, and you are blinded and flat-footed. Take a –4 status penalty to AC, Perception, and Reflex saves. Fall prone and drop items you are holding. You can't wake up while you have 0 HP.

If you're unconscious with 1 or more Hit Points, wake up if:

- You take damage.
- You receive healing.
- You're shaken awake (Interact).
- There's loud noise around you, and you succeed at a Perception check at the start of your turn.

–6 AC [FLAT-FOOTED]
–4 PERCEPTION AND REFLEX

Undetected

When you are undetected by a creature, that creature can't see you at all, has no idea what space you occupy, and can't target you, though you still can be affected by area effects. The creature is flat-footed to you.

A creature can attempt to guess which square you're in to try targeting you. This works like targeting a hidden creature, but the GM rolls in secret.

ENEMIES –2 AC [FLAT-FOOTED]

You can't be seen or targeted

Wounded

Any time you gain the dying condition or increase it, add your wounded value to the amount.

The wounded condition ends if someone restores Hit Points to you with Treat Wounds, or if you are restored to full Hit Points and rest for 10 minutes.

+ [ ] Dying when your dying value increases