

RULES

These handy cards contain useful information about the most common conditions in the Starfinder Roleplaying Game.

Each card lists a condition and the basic game rules associated with that condition.

Whenever a spell or effect imposes or grants a condition, simply hand the appropriate card to the affected player, allowing her to easily reference the condition's effects.

All 53 cards have different conditions on each side. In most cases, one side of the card details a more serious version of the condition than the other side. Since similar conditions rarely stack, the affected player can simply turn over the card if the condition worsens or flip it back if her situation improves.

STARFINDER

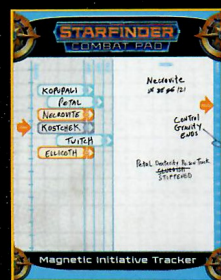
COMBAT PAD

Never miss a turn with the Starfinder Combat Pad initiative tracker!

This wet and dry erase board includes magnets that stick right to it! List the names of heroes and foes on the magnets

using a wet or dry erase marker, then place them in initiative order. When the order changes, simply slide the magnets to their new places. Best of all, the pad's double-sided nature lets you track both tactical and starship combat without erasing. Take the uncertainty out of battle with the Starfinder Combat Pad!

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Illustrator: Kent Hamilton

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STAGGERED

Your reactions are slowed.

You can take a single move action or standard action each round, but not both, nor can you take full actions.

You can still take swift actions, but not reactions.



PARALYZED

You are frozen in place.

You are treated as having a Dexterity modifier of -5, and you are unable to move your body except to squirm slightly, though you can take purely mental actions.

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



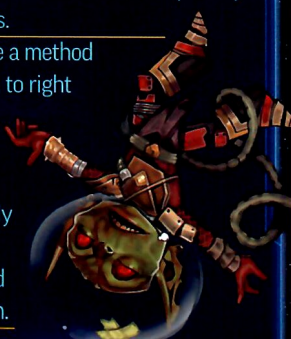
OFF-KILTER

You are disoriented while floating in zero gravity.

You can't take move actions to move your speed, crawl, or take a guarded step.

You are flat-footed and take a -2 penalty to attack rolls.

You must use a method of propulsion to right yourself or grab a stabilizing object (usually as a move action) to end this condition.



OFF-TARGET

Your battle concentration is thrown off.

You take a -2 penalty to attack rolls.



SICKENED

You feel a bit queasy.

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



NAUSEATED

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

The only action you can take is a single move action per turn.



GRAPPLED

You are restrained.

You can't move, and you take a -2 penalty to your AC, attack rolls, Reflex saving throws, initiative checks, and Dexterity-based skill and ability checks, except those made to grapple your opponent or to escape a grapple.

You can't make attacks of opportunity or actions that require two hands.



PINNED

You are tightly bound.

You can't move and are flat-footed.

You take a -4 penalty to your Armor Class, attack rolls, Reflex saving throws, initiative checks, and Dexterity-based skill and ability checks.

You can't use your limbs (except to try to free yourself) or make attacks of opportunity, but you can still take verbal and mental actions.



SHAKEN

You are spooked.

You take a -2 penalty to ability checks, attack rolls, saving throws, and skill checks.

If you become subject to an additional effect that would cause you to be shaken, the duration of this condition increases by the duration of the second effect.



FRIGHTENED

You are scared.

You flee from the source of your fear as best you can (using special abilities), but if you are unable to flee, you fight.

You take a -2 penalty to ability checks, attack rolls, saving throws, and skill checks.

If another effect would make you frightened, the duration of this condition increases by the duration of the second effect.



FLAT-FOOTED

You are unable to respond to the situation at hand.

You take a -2 penalty to your AC and can't take reactions while flat-footed.



HELPLESS

You are bound, sleeping, unconscious, or otherwise completely at an opponent's mercy.

You are treated as having a Dexterity modifier of -5, and melee attacks against you gain an additional +4 bonus.



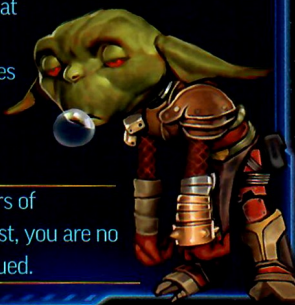
FATIGUED

You are tired.

You can't run or charge, and you take a -1 penalty to your Armor Class, attack rolls, melee damage rolls, Reflex saving throws, initiative checks, and Strength- and Dexterity-based skill and ability checks. Your bulk limit is reduced by 1.

Anything that causes fatigue makes you exhausted instead.

After 8 hours of complete rest, you are no longer fatigued.



EXHAUSTED

You are very tired.

You move at half speed, you can't run or charge, and you take a -3 penalty to your Armor Class, attack rolls, melee damage rolls, Reflex saves, initiative checks, and Strength- and Dexterity-based skill and ability checks. Your bulk limit is reduced by 3.

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



ENCUMBERED

You are carrying too much.

All of your speeds are reduced by 10 feet, your maximum Dexterity bonus to your Armor Class is reduced to +2, and you take a -5 penalty to Strength- and Dexterity-based skill checks (or your armor's armor check penalty, whichever is worse).



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OVERBURDENED

You are carrying far too much.

All of your speeds are reduced to 5 feet, your maximum Dexterity bonus to your Armor Class is reduced to +0, and you take a -5 penalty to Strength- and Dexterity-based checks (or your armor's armor check penalty, whichever is worse).



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DYING

You are unconscious and near death.

You can take no actions and lose 1 Resolve Point each round at the end of your turn unless you are stabilized.

You can spend one-quarter of your maximum Resolve Points (minimum 1 RP, maximum 3 RP) to stabilize yourself.



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STABLE

You are no longer dying, but you are still unconscious.

You can take no actions.

You can spend 1 Resolve Point to gain 1 Hit Point, regain consciousness, and take the rest of your turn as normal (though not on the same turn you spent Resolve Points to stabilize yourself).



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DAZZLED

You are unable to see well because of overstimulation of your eyes.

You take a -1 penalty to attack rolls and sight-based Perception checks.



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FASCINATED

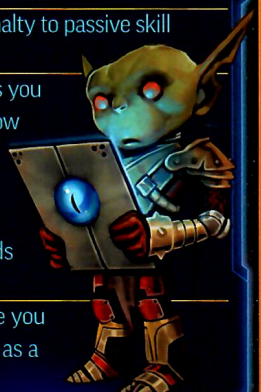
You are entranced.

You can take no actions other than to pay attention to the fascinating effect, for as long as the effect lasts.

You take a -4 penalty to passive skill checks.

Any threat grants you a new saving throw against the effect, while an obvious threat automatically ends the condition.

An ally can shake you free of the effect as a standard action.



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DAZED

You are unable to act normally.

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



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STUNNED

You are unable to act at all.

You drop everything you are holding, you can't take actions, and you are flat-footed.



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COWERING

You are frozen with fear.

You are flat-footed and can't take any actions.



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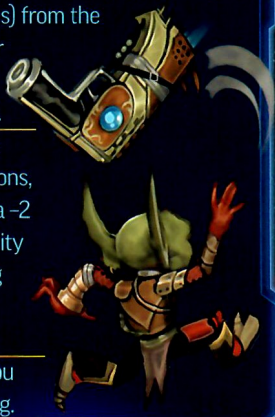
PANICKED

You are frantic with fear.

You drop everything you are holding and randomly flee at top speed (using special abilities) from the source of your fear and any other dangers.

You can't take any other actions, and you take a -2 penalty to ability checks, saving throws, and skill checks.

If cornered, you begin cowering.



BLINDED

You can't see.

You are flat-footed, you take a -4 penalty to most Strength- and Dexterity-based skill checks and to opposed Perception checks, and you automatically fail Perception checks based on sight.

You treat all creatures as having total concealment (50% miss chance).

You must succeed at a DC 10 Acrobatics check to move faster than half speed. If you fail this check, you fall prone.



DEAFENED

You can't hear.

You take a -4 penalty to initiative checks and opposed Perception checks, and you automatically fail Perception checks based on sound.

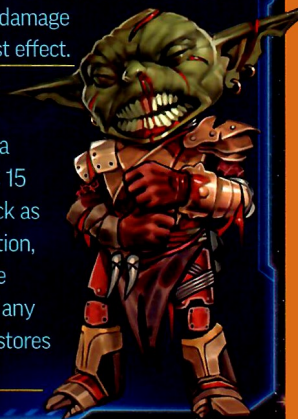


BLEEDING

You are bleeding.

You take a certain amount of damage at the beginning of your turn each round. If you have two or more bleed effects, you take only the damage from the worst effect.

Your bleeding can be stopped with a successful DC 15 Medicine check as a standard action, or through the application of any ability that restores Hit Points.



BURNING

You are on fire.

You take fire damage at the beginning of your turn each round. Damage from multiple sources that inflict this condition is cumulative.

You can attempt a Reflex saving throw (DC = 10 + the fire damage you took that round) to remove this condition at the end of your turn. Alternatively, you can jump into enough water or spend a full action to roll on the ground.



ASLEEP

You are sleeping and helpless.

You take a -10 penalty to Perception checks to notice anything. If you succeed at a Perception check to notice something despite the penalty, you automatically wake up. You also wake up if you are slapped or wounded.

An ally can wake you as a standard action.



UNCONSCIOUS

You are knocked out and helpless.

Unconsciousness can result from having 0 Hit Points.

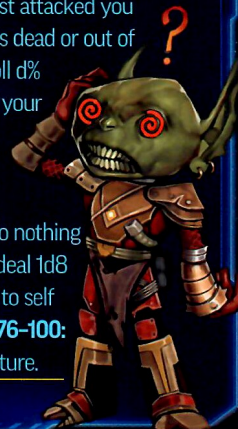


CONFUSED

You are befuddled.

You treat all creatures as enemies.

If you are attacked, you always attack the creature that last attacked you until that creature is dead or out of sight. Otherwise, roll d% at the beginning of your turn each round to determine your behavior: **1-25:** act normally; **26-50:** do nothing but babble; **51-75:** deal 1d8 + Str mod. damage to self with item in hand; **76-100:** attack nearest creature.



ENTANGLED

You are ensnared.

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

You can't run or charge, and you take a -2 penalty to AC, attack rolls, Reflex saving throws, initiative checks, and Dexterity-based skill checks and ability checks.



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.

