

### BLINDED

- fail all vision-related checks
- move at ½ speed
- -2 AC & lose Dex bonus to AC
- -4 on Search checks
- -4 on Str/Dex skill checks
- 50% miss chance on attacks (opponents are considered to have total concealment)

### BLOWN AWAY

An earthbound creature falls **prone** and rolls 1d4 × 10-ft., suffering 1d4 nonlethal damage per 10-ft.  
An airborne creature is blown back 2d6 × 10-ft. and takes 2d6 points of nonlethal damage.

### CHECKED

Prevented from moving forward by an applied force, such as wind. Checked earthbound creatures merely stop. Checked airborne creatures move back a specified distance.

### CONFUSED

roll d% each turn:  
01-10 attack caster  
11-20 act normally  
21-50 do nothing but babble  
51-70 flee caster at top speed  
71-00 attack nearest creature

### COWERING

- -2 AC & lose Dex bonus to AC
- can take no actions

### DAZED

- can take no actions

### DAZZLED

- -1 on attack rolls
- -1 on Search & Spot checks

### DEAFENED

- fail all Listen checks
- -4 initiative
- 20% chance of failure when casting spells with verbal components

### DISABLED

- move at ½ speed
- can only take a single standard or move action each round, but the completion of any standard action deals 1 point of damage

### ENERGY DRAINED

- -1 on attack rolls
- -1 on saving throws
- -1 on skill checks
- -1 on ability checks
- -1 to effective caster level
- lose 5 hit points
- lose one spell or spell slot from the highest spell level

### ENTANGLED

- move at ½ speed
- cannot run or charge
- -2 on attack rolls
- -4 Dex
- Concentration check (DC 15 + the spell's level) to cast a spell

### EXHAUSTED

- move at ½ speed
- -6 Str & Dex
- condition improves to Fatigued after 1 hour of complete rest

### FASCINATED

- can take no actions
- -4 on Listen & Spot checks
- potential threat allows a new saving throw against the effect
- obvious threats end the effect
- can be shaken free of the effect as a standard action

### FATIGUED

- cannot run or charge
- -2 Str & Dex
- condition ends after 8 hours of complete rest

### FRIGHTENED

- must flee if possible
- -2 on attack rolls
- -2 on saving throws
- -2 on skill checks
- -2 on ability checks

### GRAPPLING

- threaten no squares
- lose Dex bonus to AC against opponents you aren't grappling (see PH page 156)

### HELPLESS

- can take no actions
- Dex 0 (-5 modifier)
- melee attacks against you receive a +4 bonus
- enemies may attempt a coup de grace (see PH page 153)

### INCORPOREAL

immune to non-magical attacks (can only be harmed by other incorporeal beings, +1 or better weapons, spells, spell-like or supernatural effects)

### INVISIBLE

- +2 on attack rolls against sighted opponents
- ignore defender's Dex bonus to AC
- gain full concealment (50% miss chance)

### KNOCKED DOWN

An earthbound creature falls **prone**.  
An airborne creature is blown back 1d6 × 10-ft.

### NAUSEATED

- can take only a single move action each round
- cannot attack, cast, concentrate or do anything else requiring attention

### PANICKED

- drop held items
- -2 on saving throws
- -2 on skill checks
- -2 on ability checks
- flee randomly away from the source of fear and other dangers, take no other actions
- **Cower** if cornered

### PARALYZED

- cannot move or act but can take purely mental actions
- Str & Dex 0 (-5 modifier)
- melee attacks against you receive a +4 bonus
- enemies may attempt a coup de grace (see PH page 153)
- others can move through your square at double cost

### PRONE

- -4 on melee attack rolls
- -4 AC vs. melee attacks
- +4 AC vs. ranged attacks
- cannot use ranged weapons except for crossbows
- standing up is a move action that provokes an attack of opportunity

### SHAKEN

- -2 on attack rolls
- -2 on saving throws
- -2 on skill checks
- -2 on ability checks

### SICKENED

- -2 on attack rolls
- -2 on weapon damage rolls
- -2 on saving throws
- -2 on skill checks
- -2 on ability checks

### STAGGERED

- can only take a single standard or move action each round

### STUNNED

- drop held items
- can take no actions
- -2 AC & lose Dex bonus to AC