

## ***Conditions: Changes from the Core Rules***

- Obscure effects of conditions have been removed to simplify the rules. In practice, these are often forgotten anyway. Adding these additional effects should be the purview of the DM as modifications to the guidelines set down here.
- Conditions that incurred penalties to attack and damage rolls have been modified to affect token use instead.
- Negative conditions do not automatically grant tokens to your foes and favorable conditions do not automatically grant tokens to you. Instead, you must spend a swift action to gain the benefit of a condition.
- Ability damage, ability drain and level drain have all been modified so that they have no immediate effect on the creature. These conditional modifiers are far too complex to track and in practice are usually forgotten or cause combat to grind to a halt while the player recalculates (probably incorrectly) the new statistics for the creature.
- A few new conditions have been added.
- The dazed condition is less severe. It's too easy to become dazed and losing all your actions is a fun killer.
- Some conditions affect player characters differently than other creatures. Being forced to run away because your character is frightened is a fun-killer.
- As much as possible, rules have been added for the situation where multiple conditions of the same type apply from different sources.

# Conditions

Various events can leave a creature under conditions that affect their behavior. Each condition is described below. If more than one condition affects a creature, apply them all.

In general, these are baselines for your DM. Under different circumstances your DM may decide that certain conditions have additional effects not described here.

## **Ability Damaged**

The creature has taken damage that affects an ability score. Like hit points, this damage has no immediate effect on the creature. Should the damage taken equal or exceed the associated score then the creature becomes unconscious (coma) and can not be revived until the damage is less than her score. Ability damage can never exceed the associated ability score. If a creature take damage to an ability score in excess of that score, the excess is applied as Constitution damage instead. If the creature's Constitution is already zero, then subtract 10 hit points of each point of ability damage taken. Damage to ability scores recovers naturally at a rate of 1 per day.

## **Ability Drained**

This is identical to ability damage except that the damage can not be recovered via natural means.

## **Asleep**

See **sleeping**.

## **Blinded**

The creature cannot see via any means (normal vision, tremorsense, blindsense, blindsight, etc.) All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. The creature also gains the **slowed** condition. A blind creature can still attack if it knows where an enemy is located but can not make attacks of opportunity. All opponents are considered to have **total concealment** to the blinded creature. If you begin your turn adjacent to an enemy that is blind you can spend a swift action to gain 2 power tokens and 5 speed tokens. Creatures who remain blinded for a long time grow accustomed to these drawbacks and can overcome some of them.

## **Bloodied**

A creature that has lost at least half its hit points is bloodied. When a creature first becomes bloodied in an encounter, it takes 1 point of Constitution damage.

## **Blown Away**

Depending on its size, a creature can be blown away by winds of high velocity. A creature on the ground that is blown away is knocked down and rolls 2d4 squares and takes 5 points of damage. A flying creature that is blown away is blown back 2d6 squares and takes 10 points of damage due to battering and buffering.

## **Checked**

Prevented from achieving forward motion by an applied force, such as wind. Checked creatures on the ground merely stop. Checked flying creatures move back a distance specified in the description of the effect.

## **Concealed**

A concealed creature is partially invisible due to darkness, fog, foliage or similar situations that make it difficult to visually discern the location of the creature. Concealment is determined relative to a creature that is trying to see you (see Concealment in Chapter 7: Combat). A creature with concealment from at least half of the enemies on the battlefield can spend a swift action to gain 2 speed tokens. (See also Fully Concealed.)

## **Confused**

A confused creature is **distracted** and acts unreliably in combat when attacking with a spell, weapon or other effect that targets an individual. When a confused creature attacks and the natural number on the d20 is even, then the creature's attack is resolved normally. If the number is odd, then the creature instead attacks a different creature that could be targeted by the same attack. This errant attack targets the nearest alternative creature (resolve ties randomly). If no alternative target exists, then the attack merely misses. If a creature has been **confused** by two different sources, it also becomes **dazed**.

## **Covered**

A creature that has cover has a solid object partially obscuring it. Cover is determined relative to another creature or effect (see Cover in Chapter 7: Combat). A creature with cover from at least half of the enemies on the battlefield can spend a swift action to gain 2 speed tokens. (See also Fully Covered.)

## Cowering

The creature is frozen in fear and can take no actions.

## Dazed

The creature can only take one action on its turn. This can be a standard, move or swift action. A dazed creature that makes a successful saving throw on its turn, immediately regains its other actions and can take them during that turn. If you are adjacent to a dazed foe, you can spend a swift action to gain 2 power tokens. If a creature has been **dazed** by two different sources, he becomes **stunned** instead.

## Dazzled

The creature is unable to see well because of over-stimulation of the eyes. A dazzled creature takes a penalty to Search and Perception checks as determined by the DM. A player character who becomes dazzled loses 1 insight token. If any creature has been **dazzled** by two different sources, it becomes **blinded** instead.

## Dead

The creature's soul leaves his body. Dead creatures cannot benefit from normal or magical healing, but they can be restored to life via magic. A dead body decays normally unless magically preserved, but magic that restores a dead creature to life also restores the body either to full health or to its condition at the time of death (depending on the spell or device). Either way, resurrected creatures need not worry about rigor mortis, decomposition, and other conditions that affect dead bodies.

## Deafened

A deafened creature cannot hear. It takes a -4 penalty on initiative checks, automatically fails Listen checks. A player character who becomes deafened loses 1 insight token. Creatures who remain deafened for a long time grow accustomed to these drawbacks and can overcome some of them.

## Disabled

A creature with 0 hit points, or one who has negative hit points but has become stable and conscious, is disabled. A disabled creature is also **dazed** and **slowed**. Performing any standard action (or any other action the DM deems strenuous) causes the creature to become **dying** after the completion of the act unless the action increased the disabled creature's hit points.

## Distracted

A distracted creature can not make opportunity attacks or immediate actions. On its turn a distracted creature can only take 1 move action and 1 standard action on its turn. The creature can still use the standard action for a swift action if desired. If a creature has been **distracted** by two different sources, it becomes **dazed** instead.

## Dying

A dying creature is **unconscious** and near death. It has negative hit points. If a creature takes further damage while dying, it also sustains Constitution damage equal to the hit point damage divided-by 5. Each round at the beginning of its turn, the creature must make a Fortitude save. On a failure, the creature takes 1d4 points of Constitution damage. On a success, the creature gains hit points equal to its Constitution bonus (minimum 1). If a player character rolls a natural 20 for one of these Fortitude saves, the character's hit point total becomes equal to her level plus her Constitution modifier (minimum 1). If a dying creature's Constitution damage is greater than or equal to its Constitution

score, it dies.

### **Energy Drained**

The creature gains one or more negative levels, which might permanently drain the creature's levels. A negative level bestows no immediate penalty, but if the subject has at least as many negative levels as hit dice, he dies. Negative levels can only be restored via magical means.

### **Entangled**

The creature is **immobilized** by a tangible impediment. If you are adjacent to an entangled foe and not entangled yourself, you can use a swift action to gain 2 power tokens.

### **Exhausted**

An exhausted creature is **slowed** and can not gain or use tokens until the condition is resolved. Each hour that a creature is exhausted without rest, it takes 1 point of ability damage to its Constitution. After 1 hour of complete rest, an **exhausted** creature becomes **fatigued**.

### **Fascinated**

A fascinated creature is entranced by a supernatural or spell effect. The creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. The DM may assign penalties to the creature's Search, Perception and Initiative checks as a result of this condition. A fascinated creature can not make saving throws unless there is a potential threat, such as a hostile creature approaching. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature, automatically breaks the effect. A fascinated creature's ally may shake it free of the condition as a standard action.

### **Fatigued**

A fatigued creature can not use more than 1 token per round. Anything that would normally cause **fatigue** causes the fatigued creature to become **exhausted**. After 8 hours of complete rest, a fatigued creature is no longer fatigued.

### **Flanked**

A creature is flanked if it has two enemies on opposite sides of it that both threaten it. If you are flanking an enemy, you may spend a swift action to 2 power tokens.

### **Frightened**

A frightened player character may only spend tokens for defense. Whenever a frightened character is attacked it must use all the tokens it can to defend against that attack. A frightened PC that has no tokens may not take a swift or standard action unless that action could grant it at least one token. Once the PC has at least one token it can take other standard or swift actions. An NPC or monster with this condition will always stay at least 5 squares away from the source of its fear; if the source moves closer, the creature will move away on its next turn if it can do so safely. If any creature has been **frightened** by two different sources, it becomes **panicked** instead.

### **Fully Concealed**

A fully concealed creature is not visible due to darkness, fog, foliage or similar situations that make it impossible to visually discern the location of the creature. Concealment is determined relative to a creature that is trying to see you (see Concealment in Chapter 7: Combat). A creature with full concealment from at least half the enemies on the battlefield can spend a swift action to gain 5 speed

tokens.

### Fully Covered

A creature that has full cover has a solid object completely obscuring it from view. Cover is determined relative to another creature or effect (see Cover in Chapter 7: Combat). A creature with full cover from an attacker can not be attacked.

### Grabbed

The creature has been grabbed by another creature or effect. Such a creature is **immobilized** until it breaks the grab unless it is two or more size categories larger than the creature that grabbed it.

### Grappled

Engaged in wrestling or some other form of hand-to-hand struggle with one or more attackers. A grappling creature is **immobilized** and **distracted** until it escapes the grapple. He can only attack other foes in the grapple. If you are adjacent to a grappled foe and not grappled yourself, you can use a swift action to gain 2 power tokens.

### Helpless

A helpless creature is paralyzed, held, bound, sleeping, unconscious, or otherwise completely at an opponent's mercy. Another creature can move through a space occupied by a helpless creature—ally or not. Attacks against a helpless target that target Reflex or AC always hit unless you roll a natural 1. A successful attack against a helpless foe automatically scores a critical hit.

### Immobilized

The creature can not voluntarily move from its current location.

### Incorporeal

Having no physical body. Incorporeal creatures can only be hit by force attacks and attacks wherein the attacker spends 2 or more tokens to proactively increase his attack modifier.

### Invisible

Visually undetectable. An invisible creature is **fully concealed** until it is revealed by some other effect. An invisible creature can use a swift action to gain two power tokens and five speed tokens. If an invisible creature uses any action other than a purely mental action its location immediately becomes apparent to nearby creatures. An invisible creature making a move action can attempt to hide its location by making Stealth check versus the the passive Perception skill of nearby creatures. By default, movement is the only action that can be disguised this way. However, the DM may allow other actions to be disguised in unusual circumstances.

An invisible creature still occupies one or more squares. Attempting to enter a square occupied by an invisible creature constitutes an overrun action (see the sections titled Ending your Movement and Accidental Overrun in Chapter 7: Combat).

Some supernatural senses, such as blindsight, negate invisibility. Other senses, such scent, tremorsense and blindsense, allow a creature to automatically pinpoint an invisible creature's location.

### Knocked Down

Depending on their size, creatures can be knocked down by winds of high velocity. Creatures on the ground are knocked **prone** by the force of the wind. Flying creatures are instead blown back  $2d6 \times$

squares.

### **Level Drained**

see Energy Drained

### **Nauseated**

Experiencing stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only actions such a creature can take are move actions, swift actions and free actions.

### **Panicked**

A panicked player character loses all tokens and must always remain at least 10 squares from the source of its fear unless it can not do so without first moving closer to the source. It can not take swift or standard actions. An NPC or monster with this condition flees at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions. A panicked creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape. If cornered, a **panicked** creature **cowers**.

### **Paralyzed**

A paralyzed creature is frozen in place and unable to take any action that includes any sort of physical movement. A paralyzed creature is **helpless** but can sense the world around it. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and may drown.

### **Petrified**

A petrified creature has been turned to stone and is considered **unconscious**. If a petrified creature cracks or breaks, but the broken pieces are joined with the body as he returns to flesh, he is unharmed. If the creature's petrified body is incomplete when it returns to flesh, the body is likewise incomplete and there is some amount of permanent hit point loss and/or debilitation.

### **Pinned**

This condition is the same as grappled except that, in addition, the creature can only take move actions on its turn.

### **Poisoned**

A creature that is poisoned suffers damage and conditions specific to that poison. See Poisons in Chapter 8:Adventuring.

### **Prone**

The creature is on the ground. If you are adjacent to a prone foe and not prone yourself, you can use a swift action to gain 2 power tokens. A prone creature who is not in a threatened square has **cover**. Standing up is a move-equivalent action that grants a power token to each adjacent enemy.

### **Shaken**

When a player character becomes shaken he loses 1 token of each type. A shaken NPC or monster will not attack the source of its fear unless that source is the nearest target. If any creature has been **shaken** by two different sources, it becomes **frightened** instead.

### **Sickened**

When a creature becomes sickened it loses 1 token of each type and gains the **distracted** condition. If a creature has been **sickened** by two different sources, it becomes **nauseated** instead.

### **Sleeping**

A sleeping creature is **unconscious**, **prone** and **helpless**. It can be awakened by an adjacent ally as a swift action. It can also be awakened by a loud noise or any effect that jostles or jolts it.

### **Slowed**

The creature's speed is reduced to half normal (minimum: 2) until this condition is removed. If a creature has been **slowed** by two different sources, it becomes **immobilized** instead.

### **Squeezing**

A creature that is squeezing into a space that is too small for it to move comfortably is **squeezing**. If you are adjacent to a squeezing foe and not squeezing yourself, you can use a swift action to gain 5 power tokens.

### **Stunned**

A stunned creature loses all tokens and can not take any actions on its turn other than making a single saving throw to recover from the stunned condition. A stunned creature can not collect tokens. A stunned creature that succeeds on a saving throw on its turn does not gain any more actions that turn. If you are adjacent to a stunned foe, you can spend a swift action to gain 5 power tokens.

### **Totally Concealed**

See fully concealed.

### **Totally Covered**

See fully covered.

### **Unbalanced**

The creature is temporarily off balance. An unbalanced creature must move at least 1 square to regain its balance at its next opportunity (typically at the beginning of its next turn). This movement can be a five-foot-step. However, a creature does not gain a speed token for movement that it uses to negate the **unbalanced** condition. If a creature fails to move at its next opportunity, it falls **prone** immediately afterwards. If a creature is made **unbalanced** by two different sources, it becomes **prone** instead.

### **Unconscious**

Knocked out, **prone** and **helpless**. They are also effectively **paralyzed** and **blind**. Unconsciousness can result from having current hit points below 0, or from nonlethal damage in excess of current hit points. An unconscious character can still use the Catch your Breath and Aid Another actions and may pass tokens to other players. The DM may allow other purely mental actions as well.

### **Weakened**

The creature's physical might has been temporarily slackened. A creature that has been weakened must spend a power token for each standard action or move action that it takes. (Exception: No power token is required to take the Aid Another action.) A weakened creature suffers a -5 penalty to Strength-based skill and ability checks. All Strength-based attacks made by a weakened creature suffer a -5 penalty to damage. A creature that has been weakened by two different sources takes 1d4 points of Strength damage.