

Pathfinder 2nd Edition



Senses

Fascinated	-2 Perception and Skill Checks, Unable to use Concentrate actions unless targeting the object of fascination, Condition ends if a creature uses a hostile action against you or your allies
Dazzled	All creatures and objects are Concealed from you.
Blinded	-4 Perception, Crit fail all visual Perception tests, All terrain is difficult, Immune to visual effects.
Deafened	-2 Perception on init, Crit fail all auditory Perception tests, DC 5 test to perform actions with the auditory trait, Immune to auditory effects.

Weakness

Flat-footed	-2 to AC.
Prone	Flat-footed, -2 to attack rolls, Only move actions you can take are Crawl and Stand, May Take Cover for +4 vs ranged attacks, Standing removes the condition.
Fatigued	-1 to AC and saving throws, You can remove the condition with a night's rest.

Weakness (cont)

Encumbered	Clumsy 1, 10ft penalty to Speed.
Slowed (X)	Reduce your number of actions gained at the start of your turn by X.
Stunned (X)	Lose X actions at the start of your turn and then reduce X by the number of actions lost, Overrides Slowed.

Grappled

Immobilized	Cannot use any action with the Move trait, Any external movement must roll vs Effect DC or Fortitude to move you.
Grabbed	Flat-footed and Immobilized, Must roll flat check vs DC 5 to perform any manipulate action or the action is lost.
Restrained	Flat-footed and Immobilized, Cannot use any actions except Escape or Force Open your bonds, Overrides Grabbed.
Paralyzed	Flat-footed, Cannot act except to Recall Knowledge.
Petrified	Turned into stone, Cannot act.

Mental

Frightened X	-X to all checks and DCs, Unless specified otherwise reduce by 1 at end of your turn.
Fleeing	Must spend each action fleeing target as expediently as possible, Cannot Delay or Ready.
Confused	Flat-footed, You don't treat anyone as an ally, Cannot Delay, Ready, or use Reactions, Must spend every action Striking or casting offensive cantrips (or facilitating this, such as drawing a weapon or move in range), Targets are randomly determined by GM, DC 11 flat check when you take damage from an attack or spell to end condition.
Controlled	Controller chooses all action for you, including attacks, reactions, and delays.

Lowered Abilities

Clumsy (X)	-X penalty to all Dexterity checks (including AC, Reflex, and Ranged attack rolls).
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Lowered Abilities (cont)

Drained (X) -X penalty to all Constitution checks, Lose hitpoints and max hitpoints equal to X times level, Reduce by 1 and increase max hitpoints after a full night's rest.

Enfeebled (X) -X penalty to all Strength checks (including melee attack and damage rolls).

Stupefied (X) -X penalty to all Intelligence, Wisdom, and Charisma checks (including Will saving throws, spell attack rolls, and spell DCs), DC 5+X flat check to cast a spell.

Sickened (X) -X to all checks and DCs, Cannot willingly ingest anything, May spend an action retching rolling Fortitude vs effect DC to reduce Sickened value by 1 (2 on critical success).



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