Detection Level (A creature looking at you)

DC X fc	Difficulty X Flat Check (seen below)
Observed	Seen with only precise senses. Can take measures to avoid detection like duck behind something then use "-stealth" to hide.
Concealed	Difficult to see you (fog). DC 5 fc to target you. AoE is unaffected.
Hidden	Creature knows what space you're in but can't see you. Hiding in a barrel. Creature is off guard to you and DC 11 fc to target you. AoE is unaffected. Creature can Seek to observe you (pg471)
Undetected	Does not sense you. Cannot target you and is off guard. Can pick a random square to make a DC 11 fc on attack, but this is a secret check and does not know if they rolled low on the flat check, their attack, or you're simply not in there. AoE is unaffected.

Mental (on you)

Controlled	Literally dictates your next action(s)
Confused	Off guard. No one is treated as an ally. Can't delay, ready, or use reactions. Your goal with every action is to hit a random target (GM determines) with strike or offensive cantrip. Target yourself if no other targets (auto hits but no crits). When hurt you make DC 11 fc to end condition.
Fleeing	Can't delay/ready actions. Must use all actions to move away from the source.
Frightened (X)	-X to all checks/DCs. X goes down by 1 at end of your turn.

Not at your best

Off Guard (Flat--Footed)	-2 **circumstance** to AC
Encumbered	Clumsy 1 and 10ft speed penalty. Can't be reduced below 5ft.
Fatigued	-1 **status** to AC and saves. Can't use Explore activities. Full rest recovery.
Paralyzed	Off guard and can only use mind actions like Recall Knowledge.
Prone	Off guard and -2 **circumstance** to att rolls. Can Take Cover in the open for +4 **circumstance** to AC against ranged.
Slowed (X)	(X) less actions gained at the **beginning** of your turns.
Stunned (X)	Lose (X) total actions over however many turns it takes to get (X) to 0.

You are Grappled!

Grabbed	Off guard and immobilized. DC 5 fc for manipulate actions.
Immobilized	Can't use actions with the move trait. External forces must succeed a check against the immobilizing force to move you.
Restrained	Off guard and immobilized. Can't use manipulate or attack traits except Escape action. Overrides grabbed.

Senses (from your perspective)

Blinded	All terrain is difficult. Crit fail perception that relies on sight. -4 **status** to prec if vision is your only precise sense. Immune to visual effects. Overrides Dazzled.

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Senses (from your perspective) (cont)

Dazzled	If vision is your only precise sense, everything is concealed to you.
Deafened	Crit fail checks involving hearing. -2 **status** penalty to Perception checks for initiative and checks that involve sound but also rely on other senses. DC 5 fc to actions with auditory trait. Immune to auditory effects.
Fascinated	-2 **status** to perception and skill checks. Cannot use actions with concentrate unless it is focused on the target. Condition ends when an enemy uses a hostile action on you/allies.

Lowering Your Abilities

(X)	A value (X) is included in the following conditions. Some values go down or away on their own, others require some action to reduce or remove them.
Clumsy (X)	**Status** penalty (X) to Dex checks/DCs and AC.
Drained (X)	**Status** penalty (X) to Con checks/DCs. Lose HP = Lvl x (X). Does not count as damage. Max HP reduced the same amount. Full rest deceases (X) by 1.
Sickened (X)	**Status** penalty (X) to **ALL** checks/DCs. Can't drink willingly. 1 action to Fort save against the DC to reduce (X) by 1 or 2 on crit success.
Stupefied (X)	**Status** penalty (X) to Int/Wis/Cha checks/DCs. Spells require DC fc = 5 + (X) or fail to cast.
Enfeebled (X)	**Status** penalty (X) to Str checks/DCs

Death comes for us all

Doomed (X)	Max dying value is reduced by (X). If max is 0 you die. Full rest reduces Doomed by 1.
Dying (X)	DC 11 fc to +/- 1 to (X), +/-2 on crits. Dying 4 you dead-dead. Move your initiative to right before whatever KO'd you. If you're hit, move (X) up 1 or 2 for crit.
Wounded (X)	After fighting off Dying, (X) goes up by 1. This is added to Dying (X) if you're KO'd again. Wounded goes away with Treat Wounds or full heal and 10 min rest.
Petrified	You can't act, nor can you sense anything. You become an object with a Bulk 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 current Hit Points you had when alive. You don't have a Broken Threshold. When you're turned back into flesh, you have the same number of Hit Points you had as a statue. If the statue is destroyed, you immediately die. While petrified, your mind and body are in stasis, so you don't age or notice the passing of time.

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