

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).



By [sophicandle](https://sophicandle.com/)

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Published 6th January, 2023.
Last updated 6th January, 2023.
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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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