

PATHFINDER®

Conditions	Player Core 442	Fatigued Take a -1 status penalty to AC and saving throws. During exploration, you can't choose an exploration activity. Recover from fatigue after a full night's rest.	Sickened Take a status penalty equal to the value on all checks and DCs. You can't willingly ingest anything. You can spend an action retching to attempt a Fortitude save against the DC of the sickening effect. On a success, reduce the value by 1 (on a critical success).	Basic Actions	Player Core 416	Death and Dying	Player Core 410	Treat Wounds	Player Core 242	Skill Actions	Player Core 228	Simple DCs	GM Core 53	Specific Skill DCs	Player Core 434	Structures	GM Core 93	XP Awards	GM Core 56																																																																																																																																																																																																																																																																																																																																							
Blinded You can't see. All normal terrain is difficult terrain. You can't detect anything using vision. Automatically critically fail Perception checks that require you to see; if vision is your only precise sense, you take a -4 status penalty to Perception checks. You are immune to visual effects. Blinded overrides dazzled.	Broken A broken object can't be used, nor does it grant bonuses. Broken armor grants its item bonus to AC, but gives a status penalty to AC (-1 light, -2 medium, -3 heavy). An effect that makes an item broken reduces the item's HP to its Broken Threshold.	Fleeing On your turn, spend each action trying to escape the source of the condition as expeditiously as possible. You can't Delay or Ready.	Slowed When you regain your actions at the start of your turn, or Ready, you regain your actions at the start of your turn, reduce the number of actions by your slowed value. You don't lose actions immediately if slowed during your turn.	Frightened Take a status penalty equal to the value to all checks and DCs. At the end of each of your turns, the value decreases by 1.	Grabbed You're immobilized and off-guard. If you attempt a manipulate action, you must succeed at a DC 5 flat check or it is lost.	Stunned You can't act. A stunned value indicates how many total actions you lose. Each time you regain actions, reduce the number by your stunned value, then reduce your stunned value by the number of actions lost. If stunned has a duration, lose all your actions for the listed duration. Slowed overrides slowed. Actions lost to stunned count toward those lost to slowed.	Player Core 423	Terrain	GM Core 53	Craft Use a DC of the item's level, adjusted for rarity.	Observe A creature you're observed by knows where you are and can target you normally.	Knocked Out When reduced to 0 HP, move your initiative to check or attack roll (crit success: +2, +3 if master, +4 if legendary).	Trained Aid → DC 15 check to give a +1 circumstance bonus to assisted skill checks or attack rolls (crit success: +2, +3 if master, +4 if legendary).	Untrained	DC	Proficiency	DC	Success Healing	Critical Healing	Door	Climb DC	Hardness, HP (BT)	Accomplishment	XP Award																																																																																																																																																																																																																																																																																																																																		
Confused You are off-guard, don't treat anyone as your ally, and can't Delay, Ready, or use reactions. Use all your actions to Strike or cast offensive cantrips. The GM determines targets randomly. If you have no other option, target yourself, automatically hitting. If it's impossible for you to attack or cast spells, you babble incoherently, wasting your actions. Each time you take damage from an attack or spell, attempt a DC 11 flat check to end the condition.	Clumsy Take a status penalty equal to your clumsy value on Dexterity-based checks and DCs, including AC, Reflex saves, ranged attacks, and skill checks using Acrobatics, Stealth, and Thievery.	Crushed You can't take any action with the move trait. If you're immobilized by something holding you in place and an external force would move you, the force must succeed at a check against the DC of the effect holding you in place you or the relevant defense (usually Fortitude DC) of the creature holding you in place.	Off-Guard Take a -2 circumstance penalty to AC.	Paralyzed You're off-guard and can't take actions except Recall Knowledge and others that require only your mind. You can't Seek.	Persistent Damage Instead of taking persistent damage immediately, take it at the end of each of your turns, rolling any damage dice each time. After you take persistent damage, roll a DC 15 flat check to see if you recover. If you succeed, the condition ends.	Controlled Your controller dictates how you act.	Dazzled All creatures and objects are concealed from you.	Deafened You can't hear. You automatically critically fail Perception checks that require hearing. Take a -2 status penalty to Perception checks for initiative and checks that involve sound but also rely on other senses. If you perform an action that has the auditory trait, you must succeed at a DC 5 flat check or the action is lost. You are immune to auditory effects.	Drained Take a status penalty equal to your drained value on Constitution-based checks, such as Fortitude saves. Lose Hit Points equal to your level times the drained value, and your maximum Hit Points are reduced by the same amount. When you regain Hit Points by resting for 8 hours, your drained value is reduced by 1, but you don't immediately recover the lost Hit Points.	Encumbered You're clumsy and take a -10-foot penalty to all your Speeds (minimum 5 feet).	Enfeebled Take a status penalty equal to your enfeebled value to Strength-based rolls and DCs, including Strength-based melee attack rolls, Strength-based damage rolls, and Athletics checks.	Fascinated Take a -2 status penalty to Perception and skill checks, and you can't use actions with the concentrate trait unless they are related to the subject of your fascination. This condition ends if a creature takes hostile actions toward you or any of your allies.	Quickened You gain 1 additional action at the start of your turn each round. Many effects that make you quickened specify the types of actions you can use. Because quickened has its effect at the start of your turn, you don't gain actions immediately if you become quickened during your turn.	Restrained You're tied up and can barely move, or a creature has pinned you. You are immobilized and off-guard, and you can't use any actions with the attack or manipulate traits except to attempt to escape or Force Open your bonds. Restrained overrides grabbed.	Player Core 423	Difficult Terrain Each square costs 5 extra feet of movement.	Greater Difficult Terrain Each square costs 10 extra feet of movement.	Player Core 424	Creature Identification	GM Core 54	Exploration Activities	Player Core 438	Force Open	GM Core 93	Encounter Budget	GM Core 75																																																																																																																																																																																																																																																																																																																																
Frightened Take a status penalty equal to the value to all checks and DCs. At the end of each of your turns, the value decreases by 1.	Grabbed You're immobilized and off-guard. If you attempt a manipulate action, you must succeed at a DC 5 flat check or it is lost.	Immobile You can't take any action with the move trait. If you're immobilized by something holding you in place and an external force would move you, the force must succeed at a check against the DC of the effect holding you in place you or the relevant defense (usually Fortitude DC) of the creature holding you in place.	Off-Guard Take a -2 circumstance penalty to AC.	Paralyzed You're off-guard and can't take actions except Recall Knowledge and others that require only your mind. You can't Seek.	Persistent Damage Instead of taking persistent damage immediately, take it at the end of each of your turns, rolling any damage dice each time. After you take persistent damage, roll a DC 15 flat check to see if you recover. If you succeed, the condition ends.	Controlled Your controller dictates how you act.	Dazzled All creatures and objects are concealed from you.	Deafened You can't hear. You automatically critically fail Perception checks that require hearing. Take a -2 status penalty to Perception checks for initiative and checks that involve sound but also rely on other senses. If you perform an action that has the auditory trait, you must succeed at a DC 5 flat check or the action is lost. You are immune to auditory effects.	Drained Take a status penalty equal to your drained value on Constitution-based checks, such as Fortitude saves. Lose Hit Points equal to your level times the drained value, and your maximum Hit Points are reduced by the same amount. When you regain Hit Points by resting for 8 hours, your drained value is reduced by 1, but you don't immediately recover the lost Hit Points.	Encumbered You're clumsy and take a -10-foot penalty to all your Speeds (minimum 5 feet).	Enfeebled Take a status penalty equal to your enfeebled value to Strength-based rolls and DCs, including Strength-based melee attack rolls, Strength-based damage rolls, and Athletics checks.	Fascinated Take a -2 status penalty to Perception and skill checks, and you can't use actions with the concentrate trait unless they are related to the subject of your fascination. This condition ends if a creature takes hostile actions toward you or any of your allies.	Quickened You gain 1 additional action at the start of your turn each round. Many effects that make you quickened specify the types of actions you can use. Because quickened has its effect at the start of your turn, you don't gain actions immediately if you become quickened during your turn.	Restrained You're tied up and can barely move, or a creature has pinned you. You are immobilized and off-guard, and you can't use any actions with the attack or manipulate traits except to attempt to escape or Force Open your bonds. Restrained overrides grabbed.	Single Action	Two-Action Activity	Three-Action Activity	Reaction	Free Action	Player Core 412	Player Core 410	Player Core 418	Player Core 411	Player Core 413	Player Core 414	Player Core 415	Player Core 416	Player Core 417	Player Core 418	Player Core 419	Player Core 420	Player Core 421	Player Core 422	Player Core 423	Player Core 424	Player Core 425	Player Core 426	Player Core 427	Player Core 428	Player Core 429	Player Core 430	Player Core 431	Player Core 432	Player Core 433	Player Core 434	Player Core 435	Player Core 436	Player Core 437	Player Core 438	Player Core 439	Player Core 440	Player Core 441	Player Core 442	Player Core 443	Player Core 444	Player Core 445	Player Core 446	Player Core 447	Player Core 448	Player Core 449	Player Core 450	Player Core 451	Player Core 452	Player Core 453	Player Core 454	Player Core 455	Player Core 456	Player Core 457	Player Core 458	Player Core 459	Player Core 460	Player Core 461	Player Core 462	Player Core 463	Player Core 464	Player Core 465	Player Core 466	Player Core 467	Player Core 468	Player Core 469	Player Core 470	Player Core 471	Player Core 472	Player Core 473	Player Core 474	Player Core 475	Player Core 476	Player Core 477	Player Core 478	Player Core 479	Player Core 480	Player Core 481	Player Core 482	Player Core 483	Player Core 484	Player Core 485	Player Core 486	Player Core 487	Player Core 488	Player Core 489	Player Core 490	Player Core 491	Player Core 492	Player Core 493	Player Core 494	Player Core 495	Player Core 496	Player Core 497	Player Core 498	Player Core 499	Player Core 500	Player Core 501	Player Core 502	Player Core 503	Player Core 504	Player Core 505	Player Core 506	Player Core 507	Player Core 508	Player Core 509	Player Core 510	Player Core 511	Player Core 512	Player Core 513	Player Core 514	Player Core 515	Player Core 516	Player Core 517	Player Core 518	Player Core 519	Player Core 520	Player Core 521	Player Core 522	Player Core 523	Player Core 524	Player Core 525	Player Core 526	Player Core 527	Player Core 528	Player Core 529	Player Core 530	Player Core 531	Player Core 532	Player Core 533	Player Core 534	Player Core 535	Player Core 536	Player Core 537	Player Core 538	Player Core 539	Player Core 540	Player Core 541	Player Core 542	Player Core 543	Player Core 544	Player Core 545	Player Core 546	Player Core 547	Player Core 548	Player Core 549	Player Core 550	Player Core 551	Player Core 552	Player Core 553	Player Core 554	Player Core 555	Player Core 556	Player Core 557	Player Core 558	Player Core 559	Player Core 560	Player Core 561	Player Core 562	Player Core 563	Player Core 564	Player Core 565	Player Core 566	Player Core 567	Player Core 568	Player Core 569	Player Core 570	Player Core 571	Player Core 572	Player Core 573	Player Core 574	Player Core 575	Player Core 576	Player Core 577	Player Core 578	Player Core 579	Player Core 580	Player Core 581	Player Core 582	Player Core 583	Player Core 584	Player Core 585	Player Core 586	Player Core 587	Player Core 588	Player Core 589	Player Core 590	Player Core 591	Player Core 592	Player Core 593	Player Core 594	Player Core 595	Player Core 596	Player Core 597	Player Core 598	Player Core 599	Player Core 600	Player Core 601	Player Core 602	Player Core 603	Player Core 604	Player Core 605	Player Core 606	Player Core 607	Player Core 608	Player Core 609	Player Core 610	Player Core 611	Player Core 612	Player Core 613	Player Core 614	Player Core 615	Player Core 616	Player Core 617	Player Core 618	Player Core 619	Player Core 620	Player Core 621	Player Core 622	Player Core 623	Player Core 624	Player Core 625	Player Core 626	Player Core 627	Player Core 628	Player Core 629	Player Core 630	Player Core 631	Player Core 632	Player Core 633	Player Core 634	Player Core 635	Player Core 636	Player Core 637	Player Core 638	Player Core 639	Player Core 640	Player Core 641	Player Core 642	Player Core 643	Player Core 644	Player Core 645	Player Core 646	Player Core 647	Player Core 648	Player Core 649	Player Core 650	Player Core 651	Player Core 652	Player Core 653	Player Core 654	Player Core 655	Player Core 656	Player Core 657	Player Core 658	Player Core 659	Player Core 660	Player Core 661	Player Core 662	Player Core 663	Player Core 664	Player Core 665	Player Core 666	Player Core 667	Player Core 668	Player Core 669	Player Core 670	Player Core 671	Player Core 672	Player Core 673	Player Core 674	Player Core 675	Player Core 676	Player Core 677	Player Core 678	Player Core 679	Player Core 680	Player Core 681	Player Core 682	Player Core 683	Player Core 684	Player Core 685	Player Core 686	Player Core 687	Player Core 688	Player Core 689	Player Core 690	Player Core 691	Player Core 692	Player Core 693	Player Core 694	Player Core 695	Player Core 696	Player Core 697	Player Core 698	Player Core 699	Player Core 700	Player Core 701	Player Core 702	Player Core 703	Player Core 704	Player Core 705	Player Core 706	Player Core 707	Player Core 708	Player Core 709	Player Core 710	Player Core 711	Player Core 712	Player Core 713	Player Core 714	Player Core 715	Player Core 716	Player Core 717	Player Core 718	Player Core 719	Player Core 720	Player Core 721	Player Core 722	Player Core 723	Player Core 724	Player Core 725	Player Core 726	Player Core 727	Player Core 728	Player Core 729	Player Core 730	Player Core 731	Player Core 732	Player Core 733	Player Core 734	Player Core 735

