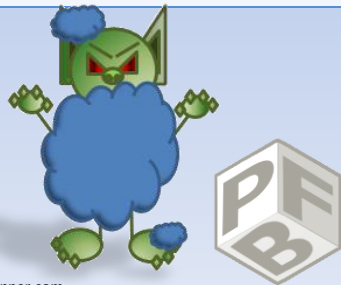


# ENTANGLED

You are ensnared, such as by a net or giant spider web. Being entangled hampers movement but you aren't totally immobilized. You move at half speed, cannot charge, and take a -2 penalty on all attack rolls, Reflex saves, and DEX-based skill checks.



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# BLINDED

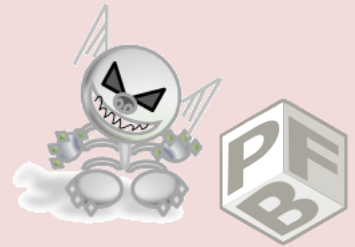
You cannot see. You take a -2 penalty to AC and lose your DEX Mod to AC. You automatically fail checks requiring sight. All opponents are invisible to you. You can't sneak attack creatures you can't see. Feeling into two adjacent squares to pinpoint (find) an opponent's location is a standard action.



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# DEAD

You're dead, either because your negative hit points are equal to or less than your Constitution ability score, or because you have been killed instantly by a spell or effect. You can't be healed by cure spells, but powerful magic (like a scroll of new life) can bring you back to life.



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# EXHAUSTED

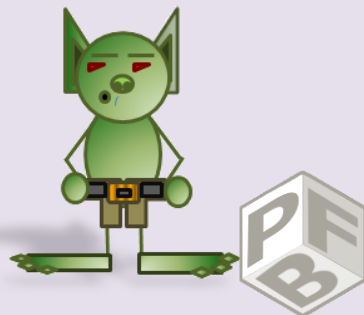
You take a -3 penalty on attack rolls, Reflex saves, and STR- and DEX-based skill checks. You move at half speed and can't charge. After 1 hour of complete rest, you become fatigued instead of exhausted.



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# FLAT-FOOTED

You haven't had a turn yet in combat and you're unable to react to the situation. You lose your DEX Mod to AC (if positive).



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# FRIGHTENED

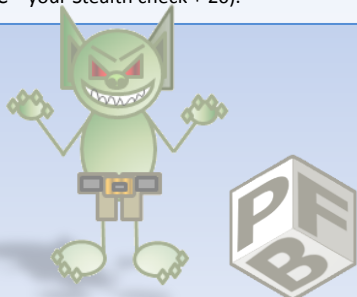
You are in fear for your life. You flee from the source of your fear as best you can. If you're unable to flee, you may fight, but you take penalties like you are shaken. You can use spells, class features, or other abilities to help you escape (especially if they're the only way you can escape).



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# INVISIBLE

You are undetectable by sight. Against creatures that can't see you, you gain a +2 bonus on attack rolls and have total concealment. To attack you, a creature must pinpoint what square you are in by feeling (see Blinded) or making a Perception check (DC = your Stealth check + 20).



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# DAZED

You are unable to see well because of overstimulation of your eyes. You take a -1 penalty on attack rolls and sight-based Perception checks.



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# DISABLED

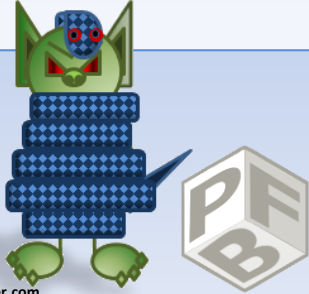
You have exactly 0 hit points, or are stable and conscious with negative hit points. You move at half speed and are staggered. Taking a standard action deals you 1 point of damage when it is completed; if you are still at negative hp, you are unconscious and dying.



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# GRABBED

You have been grabbed by a monster (such as a boggard, mimic, or reefclaw) using the grab special ability. You can't move from your current square until the monster is killed or lets you go. You lose your DEX Mod to Armor Class (if positive) and you take a -2 penalty on attack rolls.



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# DEAFENED

You can't hear. You take a -4 penalty on initiative checks, automatically fail Perception checks based on sound, and take a -4 penalty on opposed Perception checks. Loud noises, such as explosions, avalanches, and waterfalls, can temporarily deafen a character.



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# DYING

You are unconscious and near death. Every round, you must make a DC 10 CON check (1d20 + CON Mod) or lose 1 hit point. You take a penalty on this check equal to your negative hit point total. If you make the check, you become stable.



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# FATIGUED

You take a -1 penalty on attack rolls, Reflex saves, and STR- and DEX-based skill checks. You can't charge. After 8 hours of rest, you are no longer fatigued. If you are fatigued and do something else that would make you fatigued, you become exhausted instead.



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# HELPLESS

You are unconscious, paralyzed, bound, sleeping, or otherwise completely at your opponent's mercy. You are treated as having a -5 DEX Mod. Melee attacks against you get a +4 attack bonus. You can always be sneak attacked. Enemies can automatically crit you with a melee weapon as a full-round action.



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# SHAKEN

You are in fear for your life. You flee from the source of your fear as best you can. If you're unable to flee, you may fight, but you take penalties like you are shaken. You can use spells, class features, or other abilities to help you escape (especially if they're the only way you can escape).



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# PRONE

You are lying on the ground. You have a -4 penalty on melee attack rolls and cannot use ranged weapons (except for crossbows and ranged spells). You get a +4 bonus to AC against ranged attacks, but take a -4 penalty to AC against melee attacks. Standing up is a move action.



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# STAGGERED

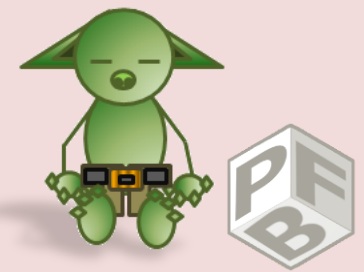
You are reeling and not fully in control of yourself. You may take a single move action or standard action each round (but not both, nor can you take a full-round action). You can still take a free action on your turn.



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# UNCONSCIOUS

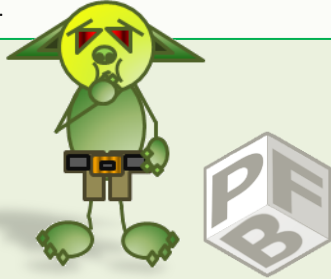
You are knocked out and helpless. You can't take any actions or think.



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# NAUSEATED

You are experiencing stomach distress. You are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action you can take is a single move action on your turn. An overwhelming stench such as a *stinking cloud* spell can make you nauseated.



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# STABLE

You were dying, and are still unconscious and have negative hit points, but you have stopped losing hit points each round (see Dying). You can make a DC 10 CON check (with a penalty equal to your current hit points) each hour to become conscious and disabled.



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# PARALYZED

You are frozen in place and unable to move or act. You are helpless, but you can still think. If you were flying by means of wings, you fall. If you were swimming, you start sinking. Your enemies and allies can move through your square (this counts as 2 squares of movement for them).



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# SICKENED

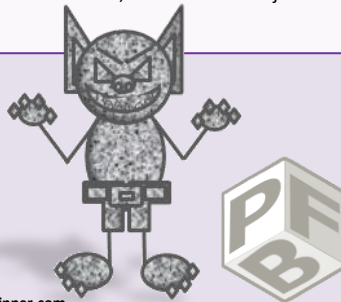
You take a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.



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# PETRIFIED

You have been turned to stone and are considered unconscious. If you are cracked or broken, as long as the broken pieces are joined with you when you are restored to flesh, you are unharmed. If you are missing pieces when you're restored to flesh, these become injuries.



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# STUNNED

You're overwhelmed with physical or mental shock. You drop whatever you're holding, can't take any actions, take a -2 penalty to AC, and lose your DEX Mod (if positive) to AC.



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