

BRUISED

Cause
Fail Toughness Save vs. **lethal** or **nonlethal** damage.

Effect
Each bruised condition gives a -1 penalty on further Toughness Saves against **non-lethal** damage.

Recovery
Once per minute of rest (10 rounds), make DC 10 Con check to lose 1 Bruised level.

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Recovery
Once per minute of rest (10 rounds), make DC 10 Con check to lose 1 Bruised level.

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STUNNED

Cause
Fail Toughness Save vs. **lethal** or **nonlethal** damage by 5 or more.

Effect
Unable to take actions, lose dodge bonus to Defense, and suffer a further -2 reduction in Defense.

Recovery
Lasts one round

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STAGGERED

Cause
Fail Toughness Save vs. **lethal** or **nonlethal** damage by 10 or more.

Effect
Only take a single standard or move action (not both) each round.

Recovery
Once per hour of rest, make DC 10 Con check.

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UNCONSCIOUS

Cause
Fail Toughness Save vs. **lethal** or **nonlethal** damage by 15 or more.

Effect
Knocked out and helpless. Further damage against an unconscious character is considered lethal.

Recovery
Once per minute, make DC 10 Con check.

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INJURED

Cause
Fail Toughness save vs. **lethal** damage.

Effect
Each Injured condition gives -1 penalty on further Toughness saves against **lethal** damage.

Recovery
Once per hour of rest, make DC 10 Con check to lose 1 Injured level.

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Fail Toughness save vs. **lethal** damage.

Effect
Each Injured condition gives -1 penalty on further Toughness saves against **lethal** damage.

Recovery
Once per hour of rest, make DC 10 Con check to lose 1 Injured level.

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DISABLED

Cause
Fail Toughness Save vs. **lethal** damage by 10 or more.

Effect
If a disabled character performs any strenuous action, the character's condition becomes dying, next round.

Recovery
Once per day of rest, make DC 10 Con check.

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DYING

Cause
Fail Toughness Save vs. **lethal** damage by 15 or more.

Effect
Make an immediate Fort Save and one every hour (DC 10 + 1 per previous save) or die.

Recovery
Immediate DC 10 Fort Save. Natural 20, 10+ success on Fort or DC 15 Medical stabilizes.

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FATIGUED/EXHAUSTED

Cause
The round after using **Extra Effort**.

Effect
Cannot move all out, charge, take -2 to Str and Dex and -1 penalty on attack and defense. Become Exhausted with further action. (-6/-3)

Recovery
Every hour of rest, DC 10 Con check or sleep 10 hours or **Leadership** feat.

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Recovery
Once per minute of rest (10 rounds), make DC 10 Con check to lose 1 Bruised level.

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PINNED

Cause
Held in a Grapple for one round.

Effect
Held immobile in a grapple. Lose Dodge bonus and suffer a -4 penalty to Defense.

Recovery
Escape or be released from Grapple.

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HELPLESS

Cause
Sleeping, bound, **Paralyzed** or **Unconscious** characters.

Effect
Unable to defend. Defense of 5+size modifier. Adjacent attackers get a +4 bonus to hit.

Recovery
As per the condition that caused the character to become Helpless.

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PANICKED

Cause
Failure by 10 or more on Will Save vs. **Emotion Control (Fear)** or **Fearsome Presence**.

Effect
Flee as fast as possible or cowers, **Dazed**, if unable to get away. Drops any held items. Defends normally but cannot Attack.

Recovery
New Save after every time interval passes with +1 bonus for each previous Save attempt.

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SICKENED

Cause
Fail Fort Save vs. **Nauseate**

Effect
-2 on Attacks and Checks

Recovery
Nauseate power: New Save each round with a +1 bonus for each previous save.

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Fail Toughness save vs. **lethal** damage.

Effect
Each Injured condition gives -1 penalty on further Toughness saves against **lethal damage**.

Recovery
Once per hour of rest, make DC 10 Con check to lose 1 Injured level.

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PARALYZED

Cause
Fail Will save vs. **Paralyze** by 5 or more, or fail save vs. second attack of Paralyze.

Effect
Rigid and Helpless, unable to move or act physically. Effective Strength and Dexterity scores of 0. May use purely mental actions.

Recovery
New Will Save each round with +1 bonus for each previous Save attempt.

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FRIGHTENED

Cause
Failure by 5 or more on Will Save vs. **Emotion Control (Fear)** or **Fearsome Presence**.

Effect
Flee as fast as possible or cowers, **Dazed**, if unable to get away.

Recovery
New Save after every time interval passes with +1 bonus for each previous Save attempt.

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SHAKEN

Cause
Fail Intimidate Check, Save vs. **Emotion Control** or **Fearsome Presence**.

Effect
-2 on Attacks, Saving Throws, Checks.

Recovery
New Save after every time interval passes with +1 bonus for each previous Save attempt.

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SLOWED

Cause
Fail Will save vs. **Paralyze**.

Effect
Take only a Standard or Move action each round (not both.) Take -1 on Attack rolls, Defense and Reflex saves. Move 1/2 normal speed.

Recovery
New Will Save each round with +1 bonus for each previous Save attempt.

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ABILITY DAMAGED

Cause
Environmental conditions, illness or similar effects.

Effect
Normal effects and penalties of a lower Ability score. If score drops to 0 or below, it is **Debilitated**.

Recovery
Once the cause of the condition is removed, recover 1 point per day.

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BLINDED

Cause
Failed Fort Save vs **Dazzle** (visual)

Effect
50% miss chance in combat, lose Dodge bonus to Defense, -2 Defense, move at 1/2 speed, -4 on Str, Dex checks, cannot use Notice (Spot)

Recovery
DC 15 Fort Save each round to recover with +1 per previous Save attempt.

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DAZED

Cause
Fail check vs **Distract feat**, Fort Save vs. **Stunning Attack feat** or **Stun power**.

Effect
Take no actions, but retain Dodge bonus to Defense.

Recovery
Usually lasts one round or DC 15 Medical Skill check.

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DEAFENED

Cause
Failed Fort Save vs **Dazzle** (auditory)

Effect
Cannot hear and suffers a -4 penalty to initiative checks. Cannot make Notice (listen) checks

Recovery
DC 15 Fort Save each round to recover with +1 per previous Save attempt.

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DEBILITATED

Cause
Ability score lowered to 0 by environmental conditions or **Drain**.

Effect
Str - fall Prone and Helpless, Dex - Paralyzed, Con - Dying, Int, Wis or Cha - Unconscious.

Recovery
Once the cause of the condition is removed, recover 1 point per day. **Drained** abilities return 1 per round,

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ENTANGLED

Cause
Fail Reflex Save vs. **Snare** or **Ranged Pin feat**.

Effect
-2 to Attacks, -2 to Defense, -4 to effective Dexterity, if bonds are anchored, immobile otherwise 1/2 speed movement.

Recovery
Snare - DC 20+Rank **Escape Artist** check, or Str check, **Ranged Pin** - DC 15 Str or **Escape Artist** check.

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FASCINATED

Cause
Fail check vs. **Fascinate feat**.

Effect
Take no action other than observe **Fascinating effect**. -4 on reactions such as Notice checks

Recovery
Potential threat allows new Save. Obvious threat breaks effect. Ally can Aid to break free.

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PRONE

Cause
Gravity Control exceeds heavy load, failed Str or Dex check vs. **Trip**. Effect of **Overrun**, **Rush**, **Trip Attacks** or **Knockback**,

Effect
-4 on melee Attacks, opponents get +4 bonus on melee Attacks but -4 on ranged Attacks. Crawl at 5 feet per round.

Recovery
Standing up is a move action.

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INVISIBLE OPPONENT

Cause
Opponent is invisible.

Effect
Lose Dodge bonus to Defense vs. invisible opponent. 50% miss chance vs. invisible opponent.

Recovery
Opponent is no longer invisible.

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NAUSEATED

Cause
Environmental effects or failed Fort Save vs. **Nauseate**

Effect
Only a single Move action each round. Unable to attack, take standard actions, move all out or take other full-round actions.

Recovery
Nauseate power: New Save each round with a +1 bonus for each previous save.

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