














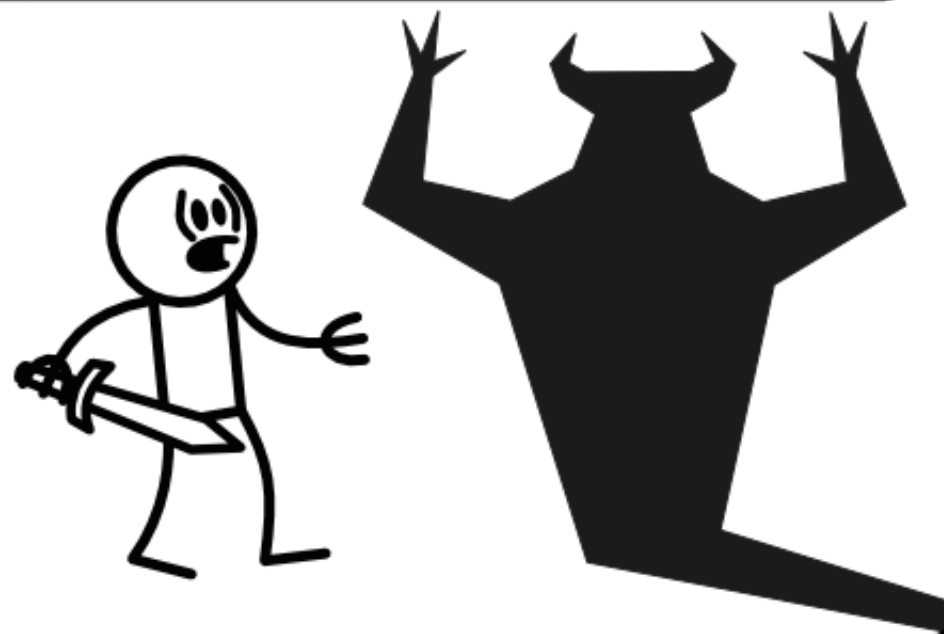









<h2>Blinded Condition</h2> <ul style="list-style-type: none"> All opponents are considered to have total concealment. -2 penalty to AC. Lose any Dexterity bonus to AC. All checks and activities that rely on vision automatically fail. -4 penalty to most Strength and Dexterity skill checks and all opposed Perception skill checks. You must make a DC 10 Acrobatics skill check to move faster than half speed. If you fail this check, you fall prone.  <p>Pathfinder Conditions iheartprintandplay.blogspot.com</p>	<h2>Dazed Condition</h2> <p>You can't take any actions.</p>  <p>Pathfinder Conditions iheartprintandplay.blogspot.com</p>	<h2>Deafened Condition</h2> <p>You can't hear anything.</p> <p>You have a 20% chance of failure when casting spells with verbal components.</p> <p>Perception checks based on sound automatically fail. -4 penalty on Initiative checks and opposed Perception checks.</p>  <p>Pathfinder Conditions iheartprintandplay.blogspot.com</p>
<h2>Energy Drained Condition</h2> <p>You gain one or more negative levels, which might become permanent.</p> <p>If you have at least as many negative levels as Hit Dice, you die.</p>  <p>Pathfinder Conditions iheartprintandplay.blogspot.com</p>	<h2>Entangled Condition</h2> <p>You take a -4 penalty to Dexterity.</p> <p>You take a -2 penalty on attack rolls. To cast a spell, you must make a concentration check (DC 15 + spell level) or lose the spell.</p> <p>If you are not anchored or tethered:</p> <p>You move at half speed. You can't run or charge.</p> <p>If your entanglement is anchored to an immobile object or tethered by an opposing force:</p> <p>You can't move.</p>  <p>Pathfinder Conditions iheartprintandplay.blogspot.com</p>	<h2>Fascinated Condition</h2> <p>You can't take actions other than to pay attention to the fascinating effect.</p> <p>Any potential threat, such as a hostile creature approaching, allows you a new saving throw against the fascinating effect.</p> <p>Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at you, automatically breaks the effect.</p> <p>An ally may shake you free of the spell as a standard action.</p> <p>-4 penalty on skill checks made as reactions, such as Perception checks.</p>  <p>Pathfinder Conditions iheartprintandplay.blogspot.com</p>
<h2>Grappled Condition</h2> <p>You take a -4 penalty to Dexterity.</p> <p>You cannot do the following:</p> <ul style="list-style-type: none"> Move Take actions that requires two hands to perform Make attacks of opportunity Use Stealth to hide from the creature grappling you, even if a special ability would normally allow you to do so <p>If you become invisible, you gain a +2 circumstance bonus on your CMD to avoid being grappled, but you receive no other benefit.</p> <p>All attack rolls and combat maneuver checks, except those made to grapple or escape a grapple, take a -2 penalty.</p> <p>To attempt to cast a spell or use a spell-like ability, you must make a concentration check (DC 10 + grapppler's CMD + spell level), or lose the spell.</p> <p>The only spells which can be cast are those without somatic components and whose material components (if any) you have in hand. You must also make a concentration check (DC 10 + the grapppler's CMD + the level of the spell you're casting) or lose the spell.</p>  <p>Pathfinder Conditions iheartprintandplay.blogspot.com</p>	<h2>Helpless Condition</h2> <p>Your Dexterity is 0 (-5 modifier).</p> <p>Melee attacks against you get a +4 bonus.</p> <p>You can be the target of sneak attacks and a coup de grace.</p>  <p>Pathfinder Conditions iheartprintandplay.blogspot.com</p>	<h2>Invisible Condition</h2> <p>You are visually undetectable.</p> <p>+2 bonus on attack rolls against sighted opponents. Ignore those opponents' Dexterity bonuses to AC (if any).</p>  <p>Pathfinder Conditions iheartprintandplay.blogspot.com</p>

<h2>Nauseated</h2> <p>Condition</p> <p> You are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention.</p> <p> The only action you can take per turn is a single move action.</p>  <p>Pathfinder Conditions iheartprintandplay.blogspot.com</p>	<h2>Paralyzed</h2> <p>Condition</p> <p> You are unable to move or act, except for purely mental actions. Your Dexterity and Strength are 0 (–5 modifier).</p> <p> Melee attacks against you get a +4 bonus. You can be the target of sneak attacks and a coup de grace.</p>  <p>Pathfinder Conditions iheartprintandplay.blogspot.com</p>	<h2>Prone</h2> <p>Condition</p> <p> –4 penalty on melee attack rolls. You cannot use a ranged weapon, except for a crossbow.</p> <p> +4 bonus to AC against ranged attacks, but –4 penalty to AC against melee attacks.</p> <p> Standing up is a move-equivalent action that provokes an attack of opportunity.</p>  <p>Pathfinder Conditions iheartprintandplay.blogspot.com</p>
<h2>Shaken</h2> <p>Condition</p> <p> –2 penalty on saving throws.</p> <p> –2 penalty on attack rolls.</p> <p> –2 penalty on skill and ability checks.</p>  <p>Pathfinder Conditions iheartprintandplay.blogspot.com</p>	<h2>Sickened</h2> <p>Condition</p> <p> –2 penalty on saving throws.</p> <p> –2 penalty on attack and weapon damage rolls.</p> <p> –2 penalty on skill and ability checks.</p>  <p>Pathfinder Conditions iheartprintandplay.blogspot.com</p>	<h2>Stunned</h2> <p>Condition</p> <p> You can't take actions. When stunned, you drop everything you were holding.</p> <p> –2 penalty to AC, plus you lose any Dexterity bonus to AC.</p>  <p>Pathfinder Conditions iheartprintandplay.blogspot.com</p>