

## CONDITIONS

**BLINDED** All terrain is difficult terrain. Automatically critically fail Perception checks that require sight. Take a -4 status penalty to Perception checks.

**CLUMSY** Status penalty to Dex-based checks and DCs equal to your clumsy value.

**DEAFENED** 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 other senses. If you perform an auditory action, you must succeed at a DC 5 flat check or it is lost.

**DRAINED** Status penalty on Con-based checks equal to your drained value. Lose HP and reduce maximum HP equal to your level times the value. When you regain HP by resting for 8 hours, the value is reduced by 1, but you don't immediately recover the lost HP.

**ENFEEBLED** Status penalty to Str-based rolls and DCs equal to your enfeebled value.

**FATIGUED** Take a -1 status penalty to AC and saves. During exploration, you can't take an exploration activity. Recover after a night's rest.

**FRIGHTENED** Status penalty to all checks and DCs equal to your frightened

value. At the end of each of your turns, the value decreases by 1.

**GRABBED** You're flat-footed and immobilized. If you attempt a manipulate action, you must succeed at a DC 5 flat check or it is lost.

**PERSISTENT DAMAGE** Take this damage at the end of each of your turns, then roll a DC 15 flat check to see if you recover. You or an ally can help you recover, typically with 2 actions, allowing an additional flat check.

**PRONE** You're flat-footed with a -2 circumstance penalty to attack rolls. The only move actions you can take are Crawl and Stand. You can Take Cover to gain greater cover against ranged attacks.

**RESTRAINED** You're flat-footed and immobilized, and can't use any actions with the attack or manipulate traits except Escape or Force Open.

**SICKENED** Status penalty on all checks and DCs equal to your sickened value. You can't willingly ingest anything. You can attempt a Fortitude save with an action, reducing the value by 1 if you succeed (2 on a critical).

**STUPEFIED** Status penalty to checks and DCs based on Int, Wis, or Cha equal to your stupified value. Any spell you cast fails unless you succeed at a flat check (DC = 5 + value).

**KNOCKED OUT** When reduced to 0 HP, move your initiative to directly before the creature or effect that reduced you to 0 HP. Gain dying 1, or dying 2 if the damage came from a critical hit or your critical failure on a save. A nonlethal effect makes you unconscious at 0 HP and doesn't give you the dying condition.

**DYING** You are unconscious. If you ever reach dying 4, you die. Attempt a recovery check at the start of your turn to determine whether you get better or worse. If you ever have 1 HP or more, you lose the dying condition. Any time you lose the dying condition, increase your wounded value by 1. If you take damage while dying, increase the dying value by 1 (or 2 on an enemy's critical success or your critical failure).

**RECOVERY CHECKS** At the start of your turn when you're dying, attempt a flat check (DC 10 + your dying value).

**Critical Success** Your dying value is reduced by 2.

**Success** Your dying value is reduced by 1.

**Failure** Your dying value increases by 1.

**Critical Failure** Your dying value increases by 2.

## DEATH AND DYING

**UNCONSCIOUS** You can't wake up from unconsciousness while you have 0 Hit Points. If you're unconscious and have 1 or more Hit Points, you wake up in one of five ways.

- You take damage, provided the damage doesn't reduce you to 0 HP.
- You receive healing, other than natural healing from resting.
- Someone nudges or shakes you awake with an Interact action.
- If there's loud noise, at the start of your turn attempt a Perception check against the noise's DC, waking up if you succeed. If creatures are attempting to stay quiet, this uses their Stealth DC.
- The GM decides you wake up either because you have had a restful night's sleep or something disrupted that restful sleep.

**WOUNDED** Any time you gain the dying condition or increase it for any reason, add your wounded value to the amount you gain or increase your dying value. The wounded condition ends if you receive HP from Treat Wounds, or if you're restored to full HP and rest for 10 minutes.