

Conditions Part 1:

Condition	Effect
Bolstered	Creature cannot be affected by the condition that granted this for 24 hours.
Accelerated	Movement speed increased by X feet.
Asleep	Can't act, also suffering from Blind, and Flat-Footed, additionally suffering a -4 Conditional Penalty to AC.
Blinded	All terrain is difficult. All creatures and objects are unseen unless you succeed at a Seek action. Automatically fail/crit fail all vision based perception checks. Take a -4 penalty to other perception checks..
Broken	Broken items cannot be used.
Concealed	Must make a DC 5 flat check to strike with an attack or non-aoe spell.
Confused	Cannot act normally: See page 320 in the Playtest Document.
Dazzled	If vision is your only precise sense, all objects and creatures are unseen.
Dead	You are dead. Kaput. History. Finito. Gone.
Deafened	You cannot hear. Take a penalty to all partially sound-based perception checks and initiative. See playtest book page 321.
Drained	Take a negative to fort saves, and lose 1 HP per level.
Dying	You are almost dead. See page 295.
Encumbered	Reduce speed by 10 feet (minimum 5) also increase ACP by 2, if unarmored suffer a -2 check penalty.
Enervated	Level drain - Very bad - See page 321.
Enfeebled	Take a penalty to damage rolls, attack rolls, and strength-based checks.
Entangled	Hampered 10, also when you try a manipulate, activity, free action, or reaction you must succeed on a flat DC 5 check or lose the action.
Fascinated	Take a -2 Conditional penalty to Perception and Skill checks. Cannot take concentrate actions.
Fatigued	Take a Conditional penalty to AC and Saving Throws, this increases by 1 for each action performed in the round until the beginning of your next turn. See page 322.
Flat-Footed	-2 Circumstance penalty to AC.
Fleeing	Forced to run away for 1 turn.
Friendly	Gain a +2 Circumstance bonus to Lie, make an Impression, or request against targets with this condition.
Frightened	Take a Conditional penalty to all checks and saving throws equal to the value. Unless otherwise said this fades at a rate of 1/round.
Grabbed	Attempting a manipulate action, activity, free action, or reaction while grabbed requires a successful DC 5 flat check or it is lost.
Hampered	Lose amount of movement equal to the value. This cannot drop your movement below 5.
Helpful	A character gains a +4 circumstance bonus to Deception checks to Lie to the helpful creature.
Hostile	A character takes a -4 penalty to Make an Impression and Lie actions against a creature hostile to them.

Conditions Part 2:

Condition	Effect
Immobile	You can't use any action, activity, free action, or reaction that has the move trait.
Indifferent	A creature that is indifferent to a character doesn't really care one way or the other about the character.
Paralyzed	Your body is frozen in place. You have the flat-footed condition and can't act except to Recall Knowledge and act in other ways that require only the use of your mind.
Persistent Damage	At the end of your turn you take the specified amount and type of damage, after which you can attempt a DC 20 flat check to remove the persistent damage.
Petrified	You can't act and you have the blinded and deafened conditions.
Prone	You take a –2 circumstance penalty to attack rolls but gain a +1 circumstance bonus to AC against ranged attacks. You're flat-footed against melee attacks.
Quick	Gain 1 additional action at the start of your turn.
Restrained	You have the immobile and flat-footed conditions, and you can't do anything with the attack or manipulate traits except Break Grapple or Escape. The restrained condition overrides grabbed.
Sensed	A creature who has sensed you is flat-footed to you but can target you with a Strike or another action that targets individuals, though it must succeed at a DC 11 flat check or the action fails to affect you.
Sick	You take a conditional penalty equal to this value on all your checks. You can't willingly ingest anything (including potions) while sick. You can spend an action retching in an attempt to recover, which lets you attempt a Fortitude save against the DC of the effect that made you sick. On a success, you reduce your sickness value by 1 (or by 2 on a critical success).
Slowed	Lose a number of actions equal to the value. Cannot ready actions. Lose these actions at the start of the turn after you gain this condition.
Sluggish	Take a conditional penalty to AC, attack rolls, Dexterity-based checks, and Reflex saves equal to the condition's value.
Stunned	You cannot act.
Stupefied	You take a conditional penalty equal to the value on spell rolls; spell DCs; and Intelligence-, Wisdom-, and Charisma-based checks. Anytime you attempt to cast a spell while stupefied, the spell is disrupted unless you succeed at a spell roll against the DC of the effect that gave you the stupefied condition.
Unconscious	You can't act, and you have the blinded, deafened, and flat-footed conditions, and you take a –4 conditional penalty to AC. You fall prone and drop any items you were holding. For recovery see page 295.
Unfriendly	The creature won't accept Requests from the character. A character takes a –2 circumstance penalty to Lie and Make an Impression actions against an unfriendly creature.
Unseen	When you are unseen by a creature, that creature cannot see you at all, has no idea what space you occupy, and can't target you with attacks or targeted spells and effects, though you still can be affected by area effects. See page 324 for the condition. See page 303 for targeting rules.

Exploration Mode Tactics:

The following exploration tactics are fully detailed on page 316 of Chapter 9.

Standard Exploration Mode Tactics:

Tactic	Fatiguing	Overview
Casting a Spell	Yes	You repeatedly cast the same spell and move at half your travel Speed.
Concentrating on a Spell	Yes	You keep up the effects of a spell that requires concentration and move at half your travel Speed.
Covering Tracks	No	You cover the group's tracks to prevent pursuit, rolling a Survival check to determine how successful you are. Unless otherwise stated you can only move at half speed, additionally you cannot move faster than the slowest person whose tracks you are trying to cover.
Defending	No	You move at half your travel Speed with your weapon out and shield raised. If combat breaks out, you gain the benefits of Raising a Shield before your first turn begins.
Detecting Magic	No	You cast detect magic while moving at half your travel Speed.
Following Tracks	No	You Track while moving half your travel Speed.
Hustling	Yes	You strain yourself to move at double your travel Speed.
Investigating	No	If you want to find out more information about your surroundings, you can move at half your travel Speed.
Searching	No	You Seek meticulously for hidden doors, concealed hazards, and so on. You normally move at half Speed and make an educated guess as to which locations are best to check. (See page 317)
Sneaking	No	You attempt a Stealth check to avoid notice while moving at half your travel Speed, unless you have an ability to move at full Speed while Sneaking.
Wandering	No	You move at your travel Speed.

Social Exploration Mode Tactics:

Tactic	Fatiguing	Overview
Carousing	No	This tactic is used when a character plans to use Diplomacy to gather information or otherwise listen to rumors and news about current events.
Conversing	No	This tactic is used when a character plans to use Deception to Lie or Make an Impression, or to use Intimidation to Coerce on an NPC.
Looking Out	No	This tactic is used when you want to use Perception to watch for threats or deceptions.
Shopping	No	This tactic is used to wander through a market or store looking for items.
Stealing	Yes	This tactic is employed when attempting to use Steal an Object

Skill Uses:

Skill	Key Ability	Untrained		Trained
Acrobatics	Dexterity	Balance (action) Escape (action) Grab Edge (reaction)	Maintain Balance (free) Squeeze (activity) Tumble Through (action)	Maneuver in Flight (action)
Arcana	Intelligence	Recall Knowledge (action)*		Borrow an Arcane Spell (activity) Identify Magic (activity)* Learn an Arcane Spell (activity) Read Magic (activity)*
Athletics	Strength	Break Grapple (action) Break Open (action) Climb (action) Grapple (action) High Jump (activity)	Long Jump (activity) Shove (action) Swim (action) Trip (action)	Disarm (Action)
Crafting	Intelligence	Repair (activity)		Craft (activity) Identify Alchemy (activity)*
Deception	Charisma	Create a Diversion (action) Impersonate (activity)	Lie (activity)*	Feint (action)
Diplomacy	Charisma	Gather Information (activity)* Make an Impression (activity)	Request (action)	
Intimidation	Charisma	Demoralize (action)	Coerce (activity)	
Lore	Intelligence	Recall Knowledge (action)*		Practice a Trade (action)
Medicine	Wisdom	Administer First Aid (action)		Treat Disease (activity) Treat Poison (action)
Nature	Wisdom	Command an Animal (action) Handle an Animal (action)	Recall Knowledge (action)*	Identify Magic (activity)* Learn a Primal Spell (activity)
Occultism	Intelligence	Recall Knowledge (action)*		Identify Magic (activity)* Learn an Occult Spell (activity) Read Esoterica (activity)*
Performance	Charisma	Perform (action)		Stage a Performance (activity)
Religion	Wisdom	Recall Knowledge (action)*		Identify Magic (activity)* Learn a Divine Spell (activity) Read Scripture (activity)*
Society	Charisma	Recall Knowledge (action)*	Subsist on the Streets (activity)	Create Forgery (activity)* Decipher Writing (activity)*
Stealth	Dexterity	Conceal an Object (action)* Hide (action)*	Sneak (action)*	
Survival	Wisdom	Sense Direction (activity)*	Survive in the Wild (activity)	Cover Tracks (action) Track (action)
Thievery	Dexterity	Palm an Object (action)	Steal an Object (action)	Disable a Device (action) Pick a Lock (action)

*Denotes a secret roll made by the GM.