

Status Effects

Final Fantasy d20's status effects are no different from Pathfinder's conditions—they temporarily modify aspects of your character or other beings based on the status effect inflicted. If more than one status effect affects a character, apply them all. If effects can't combine, apply the most severe effect.

Harmful Status Effects

Harmful status effects occur during combat from a certain spell or an item, or even an attack. These status effects change the “status” of a party member, or even the entire party itself.

Antagonized: An antagonized creature can only target its antagonist (the one who caused the antagonized condition) with hostile actions. A hostile action is any attack or effect that causes direct harm to an opponent in the form of damage, negative conditions, or any other effect that penalizes or hinders a creature. Furthermore, an antagonized creature does not threaten any opponents except its antagonist: it cannot make attacks of opportunity or be used to determine flanking bonuses against other opponents. A creature is no longer antagonized if its antagonist is helpless, unconscious, or cannot participate in combat. If an antagonized creature uses an ability that targets multiple creatures, the antagonist must be chosen among these targets. If an antagonized creature uses an ability that targets an area, its antagonist must be within the ability's targeted area. On each round after the first, an antagonized creature may attempt a Sense Motive skill check to realize the folly of its actions during its turn as a swift action. This skill check is opposed by the antagonist's original antagonize skill check. If the creature succeeds on its Sense Motive skill check, the antagonized condition ends, but the creature suffers a -2 penalty on attack rolls and a -2 penalty to the saving throw DC of its abilities and any spells it casts for 1 minute. These penalties do not apply against the antagonist.

Berserk: This status effect causes the character to fly into a rage attacking the nearest creature. The subject cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Acrobatics, Escape Artist, Intimidate, and Ride), or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a materia), or spell completion to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats.

Bleed: A creature that is taking bleed damage takes the listed amount of damage at the beginning of its turn. Bleeding can be stopped by a DC 15 Heal check or through the application of any spell that cures hit point damage (even if the bleed is ability damage). Some bleed effects cause ability damage or even ability drain. Bleed effects do not stack with each other unless they deal different kinds of damage. When two or more bleed effects deal the same kind of damage, take the worse effect. In this case, ability drain is worse than ability damage.

Blinded: This status effect disables the character's ability to use his sight. He takes a -2 penalty to Armor Class, loses his Dexterity bonus to AC (if any), moves at half speed, and takes a -4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded character.

Burning: Fire engulfs the character's body, burning him. Characters that are inflicted with this status effect take 1d6 fire damage each round but are allowed a Reflex save (equal to spell DC) to avoid this fate. In each subsequent round, the burning character must make another Reflex saving throw. Failure means he takes another 1d6 points of fire damage that round. Success means that the fire has gone out. (That is, once he succeeds on his saving throw, he's no longer on fire.) A character on fire may, by spending 1 round, automatically extinguish the flames by jumping into enough water to douse himself. Water spells and effects also remove this status effect. If no body of water is at hand, by spending 1 round, rolling on the ground or smothering the fire with cloaks or the like permits the character another save with a +4 bonus.

Confused: This status effect causes the character to do random actions. A confused character's actions are determined by rolling percentage at the beginning of his turn: 01-10, attack caster with melee or ranged weapons (or close with caster if attack is not possible); 11-20, act normally; 21-50, do nothing but babble incoherently; 51-70, flee away from caster at top possible speed; 71-100, attack nearest creature. A confused character that can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character that is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. A confused character does not make attacks of opportunity against any creature that is not already devoted to attacking (either because of its recent action or because it has just been attacked).

Cowering: The character is frozen in fear and can take no actions. A cowering character takes a -2 penalty to Armor Class and loses his Dexterity bonus (if any).

Cursed: This status effect causes the creature to be unable to perform a Limit Break. It can be cured usually with a Remedy or by a *Cross* or *Esuna* spell, depending on the level the curse status effect originated from.

Dazed: The creature is unable to act normally. A dazed creature can take no actions, but has no penalty to AC. A dazed condition typically lasts 1 round.

Dazzled: A bright flash of light causes the character to be slightly dizzy. Characters that are inflicted with this status effect suffer -1 penalty on attack rolls, Search checks, and Perception checks to see. Dark spells and effects remove this status effect.

Deafened: A deafened character cannot hear. He takes a -4 penalty on initiative checks, automatically fails Perception checks based on sound, takes a -4 penalty on opposed Perception checks, and has a 20% chance of spell failure when casting spells with verbal components. Characters who remain deafened for a long time grow accustomed to these drawbacks and can overcome some of them.

Deprotect: This status effect inflicts the character with a penalty to armor class, depending on the spell used. Does not stack with other deprotect spells.

Deshell: This status effect inflicts the character with a penalty to saving throws versus spells, depending on the spell used. Does not stack with other deshell spells.

Dimmed: A dark mask surrounds the character's face, making it difficult to see clearly. Characters that are inflicted with this status effect suffer a -1 penalty on Armor Class and a -1 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Perception checks to spot) suffer 20% fail chance. All opponents are considered to have partial concealment (10% miss chance) to the character. Light spells and effects remove this status effect.

Disabled: This status effect causes the creature to be unable to act normally. A disabled creature can take no actions, but has no penalty to AC.

Diseased: This status effect cripples the character's ability to heal and be healed. A diseased creature cannot be cured of wounds or healed of any other means until the disease is cured.

Doom: This status effect causes a countdown to start whereupon the character inflicted dies if not cured of this status effect. The usual duration is 2d4 rounds.

Drenched: Water drenches the character's body, soaking the clothing, increasing the weight of the items. Characters that are inflicted with this status effect have their carrying weight increased by 10 lbs. In addition,

while under this status effect, any lightning spells and effects inflict an additional 1d6 points of lightning damage. However, any fire spells and effects that deal fire damage remove the status effect. By spending 1 round, the character can also remove the wet clothing as well to remove the status effect.

Energy Drained: The character gains one or more negative levels, which might become permanent. If the subject has at least as many negative levels as Hit Dice, he dies. See Energy Drain and Negative Levels for more information.

Entangled: The character is ensnared. Being entangled impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled creature moves at half speed, cannot run or charge, and takes a –2 penalty on all attack rolls and a –4 penalty to Dexterity. An entangled character who attempts to cast a spell must make a concentration check (DC 15 + spell level) or lose the spell.

Exhausted: An exhausted character moves at half speed, cannot run or charge, and takes a –6 penalty to Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue.

Fascinated: A fascinated creature is entranced by a supernatural or spell effect. The creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. It takes a –4 penalty on skill checks made as reactions, such as Perception checks. Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new saving throw against the fascinating effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature, automatically breaks the effect. A fascinated creature's ally may shake it free of the spell as a standard action.

Fatigued: A fatigued character can neither run nor charge and takes a –2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued.

Frightened: A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature takes a –2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape. Frightened is like shaken, except that the creature must flee if possible. Panicked is a more extreme state of fear.

Frog: This status effect causes the character to be turned into a frog. The character retains his hit points but his size becomes tiny and he is unable to do anything for the duration other than hop around.

Frozen: Ice forms upon the character's legs, encasing him in solid ice 1 inch thick per spell level. Characters that are inflicted with this status effect are frozen to the spot, unable to take a move action. While frozen, the character takes 1 point of ice damage per spell level each round it has the frozen status. The ice has hardness 0 and 3 hit points per inch of thickness; if broken, the creature is freed. They can, however, break loose by spending 1 round and making a DC 10 + spell level Strength check or a DC 15 + spell level Escape Artist check. Any fire spells and effects that deal fire damage can melt the ice and remove the status effect.

Immobilized: This status effect causes the creature to be unable to move normally. An immobilized creature cannot move, but may do other actions (attack, cast, etc.) provided he can do those actions not requiring him to move and has no penalty to AC.

Imperil: This status effect causes the creature to have a weakness to an element(s) as indicated on the spell or ability. Creatures weak to an element take 1.5x more damage. Creatures with absorption of the element the

Imperil status affects are instead rendered immune to the element, creatures with immunity are reduced to resistance 20 to the element, creatures with resistance have their resistance negated, and creatures with no resistance are given vulnerability.

Mini: This status effect causes the creature to shrink to 10% of its total size, effectively becoming Fine size, gaining all the size bonuses and penalties but a miniaturize creature's damage only does 10% of its total damage it can dish out.

Nauseated: Creatures with the nauseated condition experience stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn.

Panicked: A panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions. In addition, the creature takes a -2 penalty on all saving throws, skill checks, and ability checks. If cornered, a panicked creature cowers and does not attack, typically using the total defense action in combat. A panicked creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape. Panicked is a more extreme state of fear than shaken or frightened.

Paralyzed: A paralyzed character is frozen in place and unable to move or act. A paralyzed character has effective Dexterity and Strength scores of 0 and is helpless, but can take purely mental actions. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and may drown. A creature can move through a space occupied by a paralyzed creature—ally or not. Each square occupied by a paralyzed creature, however, counts as 2 squares to move through.

Petrified: A petrified character has been turned to stone and is considered unconscious. If a petrified character cracks or breaks, but the broken pieces are joined with the body as he returns to flesh, he is unharmed. If the character's petrified body is incomplete when it returns to flesh, the body is likewise incomplete and there is some amount of permanent hit point loss and/or debilitation.

Poisoned: This status effect typically causes the character to take 1d6 points of non-elemental damage per round. A poisoned character takes damage per round until the duration ends or until cured.

Sapped: This status effect is similar to the Poison status effect except it can't be cured by normal spells except *Esuna*.

Shaken: A shaken character takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks. Shaken is a less severe state of fear than frightened or panicked.

Sickened: The character takes a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

Silenced: This status effect causes the character to be unable to cast spells or perform songs unless he possesses a feat or ability that lets him. A silenced character cannot cast any spells nor perform any songs until he is cured of this status effect.

Sleep: This status effect causes the character to fall into a magical slumber. He is considered helpless and can be only awoken by shaking him awake.

Slow: This status effect causes the character to move and attack at a drastically slowed rate. A slowed creature can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Additionally, it takes a -1 penalty on attack rolls, AC, and Reflex saves. A slowed creature moves at

half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed. Multiple slow effects don't stack. Slow counters and dispels haste.

Squaled: Wind surrounds the character's body, making it difficult to concentrate and to make ranged weapon attack rolls. Characters that are inflicted with this status effect suffer a -2 penalty to Concentration checks and -1 penalty to ranged weapon attack rolls.

Staggered: A staggered creature may take a single move action or standard action each round (but not both, nor can he take full-round actions). A staggered creature can still take free, swift, and immediate actions. A creature with nonlethal damage exactly equal to its current hit points gains the staggered condition.

Static: A static charge runs through the character, making him an excellent conductor for lightning energy. Characters that are inflicted with this status effect receives a jolt (deals 1d6 points of lightning damage) anytime the creature touches metal objects, spends a move action while in metal armor, or spends a standard action to swing a metal weapon.

Stop: This status effect is similar to the Disable status effect except that the character is considered helpless.

Weighted: Rocks, dirt, and rubble adhere to the character, making it difficult to move. Characters that are inflicted with this status effect have their movement speed reduced by 5 feet. In addition, the character cannot run or charge. Water spells and effects can wash away the status effect.

Zombie: This status effect causes the character to have their type changed to [Undead], but without any of the benefits of that type. Those inflicted are now damaged by healing spells and effects, but immune to death spells and effects.

Beneficial Status Effects

Beneficial status effects occur, usually, when enhancing spells are cast upon the individual, or party. These often grant bonuses to stats, armor class, and saving throws as well as other miscellaneous effects.

Float: This status effect gently lifts the character a couple of feet into the air and floats. For the duration of this status effect, the subject ignores the adverse movement effects of difficult terrain, and can even take 5-foot steps in difficult terrain. If the subject falls more than 10 feet, he begins to fall slowly, as the *choco feather* spell, to the ground and this status effect ends, regardless of duration left.

Hasted: This status effect grants the character a +1 bonus to Attack rolls, +1 bonus to Reflex saves, +30 foot movement, and an extra attack if the subject uses a full-attack option.

Invisible: Invisible creatures are visually undetectable. An invisible creature gains a +2 bonus on attack rolls against sighted opponents, and ignores its opponents' Dexterity bonuses to AC (if any). See the invisibility special ability.

Protect: This status effect grants the character a deflection bonus to armor class, depending on the spell used.

Reflect: This status effect grants the character a barrier that deflects the next spell targeted at the affected individual back at its caster, and is then discharged. Only spell not affected is the spell. Spells and spell-like effects targeted on you are turned back upon the original caster. Only spells that specifically target you are reflected. Area of effect spells and effects are not reflected. Reflect does not discriminate against helpful and harmful spells. All targeted spells are affected by Reflect unless they specifically state otherwise—including benign or beneficial spells such as Cure or Protect. A spell may only be reflected once. If a target with Reflect status becomes the target of a reflected spell, the spell pierces the barrier, but this causes the effective Caster Level of that spell to be reduced to half (rounded down).

Regen: This status effect grants the character Fast Healing, depending on the spell used.

Reraise: This status effect raises the character from death to 1 HP (as a *Raise* spell) if the character dies while this status is in effect.

Shell: This status effect grants the character a morale bonus to saving throws versus spells, depending on the spell used.