

# Masters of the Earth Special Effects and Conditions

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Presented By: [The Post Apocalyptic Forge](#)

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## Introduction

In assessing the original SRD/OGC list of conditions and effects for it's suitability for use in an apocalyptic or post-apocalyptic setting I realized that it really was quite limited and needed expansion to deal with a host of environments and conditions that were not already addressed. I have added several new effects and conditions that I thought were rather obvious . These new conditions, 29 of them, will be listed in *italics*. I changed very few of the original listed conditions.

## The Conditions

### Ability Damaged

The character has temporarily lost 1 or more ability score points. These points return at a rate of 1 per day. Ability damage is different from effective ability loss, which is an effect that goes away when the condition causing it goes away. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious.

### Ability Drained

The character has permanently lost 1 or more ability score points. The character can only regain these points through magical means. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious.

### *Achy*

The characters muscles are stiff and achy from either misuse and abuse or the symptoms of some sort of trauma or disease. The sufferer gets a -2 on all tasks involving motor skills, -5' move rate.

### *Bleeding*

The character suffers the effects of continuous blood or vital internal fluid loss, which results in HP damage for a proscribed amount and period. Most often the bleeding will stop on it's own, occasionally it will require intervention. Internal bleeding cannot be stopped by anything other than Personal, Professional and Surgical Medi-kits.

### Blinded

The character cannot see at all, and thus everything has full concealment to him. He has a 50% chance to miss in combat, loses his positive Dexterity bonus to Defense (if any), and grants a +2 bonus on attack rolls to enemies that attack him, just as if all his enemies were invisible. He moves at half speed and suffers a -4 penalty on most Strength and Dexterity-based skills. He cannot make Spot skill checks or perform any other activity (such as reading) that requires vision.

### Blown Away

Depending on their size, creatures can be blown away by winds of high velocity. Creatures on the ground that are blown away are knocked down and rolled 1d4x10 feet, sustaining 1d4 points of damage per 10 feet. Flying creatures that are blown away are blown back 2d6x10 feet and sustain 2d6 points of damage due to battering and buffering.

### *Bone Injury*

Unless stated otherwise a character suffers the loss of Strength and/or Dexterity of  $-1d4$  points and this condition, if not stated, can last for  $1d6+1$  weeks. This condition, if not properly treated can result in the permanent loss of Strength and/or Dexterity due to the bones healing improperly. Typically this has a 1-40% - Con Mod chance and the character makes a Fortitude check vs DC18.

### *Bruised*

A Bruised character suffers some form of muscle trauma that prevents full use of the effected area. It usually results in the loss of Strength and/or Dexterity in the  $-1d2$  range and lasting for  $1d6+2$  days.

### *Burned*

The skin or outer covering of the pc is burned by heat or extreme cold. The pc suffers varying degrees of debilitation according to the level of burn damage. If an additional attack confers another level of burn damage it is additive to the last level of burn still being suffered from. So a pc with a 1<sup>st</sup> degree burn that suffers an additional burn attack that confers a 1<sup>st</sup> degree would actually suffer from 2<sup>nd</sup> degree burn effects for the rest of the period.

1 – the skin is red and painful. The character is unable to wear hardened armor for d4 days.

2 – the skin is red and painful. The character is unable to wear hardened armor for d10 days and all tasks requiring motor skills suffer a  $-2$ .

3 – the skin is red and painful. The character is unable to wear hardened armor for d20+10 days. All tasks requiring motor skills suffer a  $-4$ . A save vs Infected is required every day that the pc suffers from the burn effect at DC14.

4- the pc's skin is so burned that he/she continues to take burn damage every round in addition to the Burned level 3 disabilities. The character takes one point of damage each round until the burned skin is artificially healed in some way. In addition the character suffers from SCARED condition.

Each 10 points of healing from any source reduces the degree of *Burned* by one.

### *Checked*

Prevented from achieving forward motion by an applied force, such as wind. Checked creatures on the ground merely stop. Checked flying creatures move back a distance specified in the description of the specific effect.

### *Chilled*

A Chilled character moves at half speed and can only accomplish partial actions. A character who does not take steps to warm him or herself within an amount of rounds equal to their constitution score must make a Fortitude check vs the hypothermia condition. Warming takes a number of rounds equal to  $20-\text{Constitution}$ . The act of warming arrests the check for hypothermia, although to end the warming phase prior to its completion starts the hypothermia clock again.

### *Coma*

Unconscious with only a small chance of awakening. Once a day, and only once a day a pc may roll a Fortitude check against DC24 to see if the pc awakens. During a coma, healing is normal. During a coma a pc is completely unaware of anything and is Helpless.

### *Confused*

A confused character's actions are determined by a  $1d10$  roll, re-rolled each round: 1: wander away (unless prevented) for 1 minute (and don't roll for another random action until the minute is up); 2-6: do nothing for 1 round; 7-9: attack the nearest creature for 1 round; 10: act normally for 1 round. Any confused creature who is attacked automatically attacks her attackers on her next turn.

### *Convulsing*

The pc has fallen to the ground and is suffering from nearly uncontrollable muscle spasms. The pc is unable to rise, but is not completely helpless. No dexterity to Defense and no active defense for the duration. Convulsions can be a reoccurring natural defect or brought on by some diseases. Unless specifically stated the convulsions take d6 rounds to diminish. Opponents gain +2 to hit.

### *Cowering*

The character is frozen in fear, loses her Dexterity bonus to Defense (if any), and can take no actions. Foes gain a +2 bonus to hit cowering characters.

### *Dazed*

A dazed creature can take no actions (but defends itself normally). A dazed condition typically lasts 1 round.

### *Dazzled*

Unable to see well because of over stimulation of the eyes. A dazzled creature suffers a -1 penalty on attack rolls until the effect ends.

### *Dead*

The character's soul leaves his body permanently, or until he is raised or resurrected. A dead body decays, but magic that allows a dead character to come back to life restores the body either to full health or to its condition at the time of death (depending on the spell or device). Either way, resurrected characters need not worry about rigor mortis, decomposition, and other similar sorts of unpleasantness. A dead character cannot regain hit points.

### *Deafened*

A deafened character cannot hear, suffers a -4 penalty to initiative checks, and has a 20% chance of spell failure when casting spells with verbal components. He cannot make Listen skill checks.

### *Depressed*

The pc suffers from depression. The effected character must make a will save against DC15 to perform any task, including movement, offensive combat or to actively use skills.

### *Delusional*

A delusional character believes that something unreal is real, and that something real is something else. A delusional character may be fixated on a single unreality or just generally whacked. A typical manifestation is paranoia or obsession with a person or object. This effect requires some GM intervention and player imagination. This is the next step beyond Confused. This is a role-playing effect and has no direct objective game mechanics other than the following. To listen to reason, however briefly, requires a Will save vs DC24.

### *Disintegrate*

The molecular bond that ties the target together has been undone. The material appears to simply disappear. This damage cannot be healed normally. Regeneration of these parts is possible. For every ¼hit points lost in this manner a limb is lost. Roll randomly, unless a called shot. Called shots that hit the head or other critical functions control centers cause Death.

### *Dizzy*

The pc is unsteady, vision blurred, and disorientated. This condition, unless otherwise stated, lasts for d4 rounds. Make a reflex save to walk without falling prone against DC20, to merely stand without support and not fall, save vs DC18. Any task requiring finesse or fine dexterity skills receives a -8 penalty. Actions requiring balance other than the two previously stated, simply cannot be done.

### *Drowsy*

A character is on the cusp of unconsciousness. Any task requiring attentiveness suffers a -4 penalty. Learning is impossible. A character attempting to stay awake for more than an hour must make a Fortitude save each and every hour thereafter to remain awake and not fall Unconscious.

### *Energy Drained*

MOTE: The character gains one or more negative abilities, hit points, energy or powers.

SRD: The character gains one or more negative levels. If the subject has at least as many negative levels as Hit Dice, he dies. Each negative level gives a creature the following penalties: -1 competence penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of spells or special abilities).

Additionally, a mystic loses one power or power slot from her highest available level. Negative levels stack. OH, do they stack...

### *Entangled*

An entangled creature suffers a -2 penalty to attack rolls and a -4 penalty to effective Dexterity. If the bonds are anchored to an immobile object, the entangled character cannot move. Otherwise, he can move at half speed, but can't run or charge. An entangled character who attempts to cast a spell must make a Concentration check (DC usually 15) or lose the spell.

### *Enthralled*

The victim is under the power of another. This person will do anything other than self-destructive actions that the controlling party desires, willingly and enthusiastically as if it were perfectly natural to do so. Where a save is allowed to withstand the effects of enthrallment, a save against DC24 using Will is attempted.

### *Exhausted*

Characters who are exhausted move at half normal speed and suffer an effective penalty of -6 to Strength and Dexterity. A fatigued character becomes exhausted by doing something else that would normally cause fatigue. After 1 hour of complete rest, exhausted characters become fatigued. In some cases Exhaustion may cause non-lethal damage.

### *Fatigued*

Characters who are fatigued cannot run or charge and suffer an effective penalty of -2 to Strength and Dexterity. A fatigued character becomes exhausted by doing something else that would normally cause fatigue. After 8 hours of complete rest, fatigued characters are no longer fatigued. In some cases Fatigue may cause non-lethal damage.

### *Fevered*

Having a fever means a character suffers from the Confused condition if a Fortitude save vs DC18 is not successful. In addition the character suffers from the Drowsy condition.

### *Flat-Footed*

A character who has not yet acted during a combat is flat-footed, not yet reacting normally to the situation. A flat-footed character loses his Dexterity bonus to Defense (if any).

### Frightened

A creature that is frightened flees as well as it can. If unable to flee, the creature may fight. It suffers a -2 morale penalty on attack rolls, checks, and saving throws. 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 condition of fear.

### *Frostbit*

Not only does the character suffer from the Chilled, Numb and Hypothermia condition, but the damage received may cause the loss of limbs due to frostbite. For each ¼hit point loss due to cold related damage a limb is lost to the wasting effects of frostbite. This limb loss cannot be naturally healed but can be regenerated.

### Grappled

Engaged in wrestling or some other form of hand-to-hand struggle with one or more attackers. A grappled character cannot move, cast a spell, fire a missile, or undertake any action more complicated than making a barehanded attack, attacking with a Small weapon, or attempting to break free from the opponent. In addition, grappled characters do not threaten any area and lose any Dexterity bonuses to Defense against opponents they aren't grappling.

### *Heat Stroke*

Characters suffering from Heat Stroke suffer from the combined conditions of Nauseated and Fatigued for the first hour of exposure to a Heat Stroke causing effect. After one hour the character suffers from Thirst as well and non-lethal damage is accumulated at a rate of d4 per minute for another hour, after which, all accumulated damage from the previous hour and any further Heat Stroke damage becomes lethal damage.

### Held

Held characters are subject to powers that make them unable to move. They are helpless. They can perform no physical actions (but they continue to breathe and can take purely mental actions).

### Helpless

Bound, held, sleeping, paralyzed, or unconscious characters are helpless. Enemies can make advantageous attacks against helpless characters, or even deliver a usually lethal coup de grace. A melee attack against a helpless character is at a +4 bonus on the attack roll (equivalent to attacking a prone target). A ranged attack gets no special bonus. A helpless defender can't use any Dexterity bonus to Defense. In fact, his Dexterity score is treated as if it were 0 and his Dexterity modifier to Defense were -5 (and a rogue can sneak attack him).

As a full-round action (allowing no move other than a 5-foot step), an enemy can use a melee weapon to deliver a coup de grace to a helpless foe. An enemy can also use a bow, crossbow or firearm, provided he is adjacent to the target. The attacker automatically hits and scores a critical hit. If the defender survives, he must make a Fortitude save (DC 10 + damage dealt) or die. It's overkill, but a rogue also gets her sneak attack damage bonus against a helpless foe when delivering a coup de grace.

Delivering a coup de grace provokes attacks of opportunity from threatening foes because it involves focused concentration and methodical action.

Creatures that are immune to critical hits do not take critical damage, nor do they need to make Fortitude saves to avoid being killed by a coup de grace.

### *Hypothermia*

A character suffers from the Chilled and Numb condition as well. Hypothermia can be deadly. The character receives d4 non-lethal damage each minute once this condition has been determined. If the character does not take steps within 10 minutes to warm him or herself the damage already sustained and any future damage becomes the lethal variety and the character also acquires the Frostbit condition. Once the warming process begins the damage effects are arrested.

### *Incapacitated*

Characters who are incapacitated are treated as helpless.

### *Incorporeal*

Having no physical body. Incorporeal creatures are immune to all non-magical attack forms. They can be harmed only by other incorporeal creatures, +1 or better magical weapons, spells, spell-like effects, purely mental powers or supernatural effects.

### *Infected*

Roll for a Minor or Major Disease (70%+Con = Minor) that your character has been exposed to and then roll for the specific ailment on the Minor or Major Diseases table and apply all symptoms. Optional: Natural healing is halved. The sufferer must also deal with the Fevered and Weak conditions for a specified duration.

### *Intoxicated*

Game effects include a -4 penalty on all tasks and especially decisions requiring good judgment. If a Fortitude save vs DC16 (or higher) is unsuccessful the pc also suffers from the Dizzy condition.

### *Invisible*

Visually undetectable. Invisible creatures gain a +2 bonus to attack rolls and negate Dexterity bonuses to their opponents' Defense.

### *Knocked Back*

Target is knocked 10' back for every size category the same or smaller than the attacker. (EX: Two medium sized opponents, one attacking with a weapon that does knockback and the target. The target was successfully hit by the attacker. The defender then must make a strength check vs the attackers previous to hit roll as the DC (all to-hit modifiers included). If he fails he is knocked back a distance as previously stated). In addition the defender must then make a reflex save or fall down 'Prone', with all the drawbacks of that condition.

### *Knocked Down*

Depending on their size, creatures can be knocked down by winds of high velocity. Creatures on the ground are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6x10 feet.

### *Labored Breathing*

The pc cannot process it's life sustaining air or fluid of necessity like it normally can. The character suffers a -2 on all physical tasks and cannot charge or run or hold their breath. Shouting is out of the question. If running is necessary or attempted the pc must make a Fortitude save vs DC18 or go Unconscious.

### *Nauseated*

Experiencing stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, invoke mutations or concentrate on mutations or do anything else requiring attention. The only action such a character can take is a single move (or move-equivalent action) per turn.

### Normal

The character is unharmed (except, possibly, for hit points that have been lost) and unafflicted. She acts normally.

### *Numb*

The character is unable to feel anything with the sense of touch. Tasks requiring dexterous finesse suffer a -2 penalty. The character must make a reflex save to do even simple tasks to see if he has hurt himself, d4 damage/event. Damage caused by pain inducing elements can be ignored.

### Panicked

A panicked creature suffers a -2 morale penalty on saving throws and must flee. A panicked creature has a 50% chance to drop what he's holding, chooses his path randomly (as long as he is getting away from immediate danger), and flees any other dangers that confront him. If cornered, a panicked creature cowers. A creature may use a special ability or spell to escape. Panicked is a more extreme state of fear than Shaken or Frightened.

### Paralyzed

A paralyzed character stands rigid and helpless, unable to move or act physically. He has effective Strength and Dexterity scores of 0 but may take purely mental actions.

### Petrified

A petrified character is not dead as long as a majority of his body remains intact. He cannot move or take actions of any kind, not even purely mental ones. His Strength and Dexterity scores are effectively (but not actually) 0. He is unaware of what occurs around him, since all of his senses have ceased operating. If a petrified character cracks or breaks but the broken pieces are joined with him 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.

### Pinned

Held immobile (but not helpless) in a grapple.

### Prone

The character is on the ground. He suffers a -4 penalty on melee attack rolls, and the only ranged weapon he can effectively use is a crossbow, which he may use without penalty. Opponents receive +4 bonuses on melee attack against him but -4 penalties on ranged attacks. Standing up is a move-equivalent action.

### *Scared*

Due to an injury the character has a scar. When this scar is visible it effectively gives the character a -1d4 Charisma, when not stated, except in cultures where scaring is considered heroic. Sever scaring may cause the character to permanently suffer Strength, Dexterity or Movement loss.

### Shaken

A shaken character suffers a -2 morale penalty on attack rolls, checks, and saving throws. Shaken is a less severe fear condition than frightened or panicked.

### *Shock*

A character's body has reverted to the primal survival state and he or she is largely unresponsive but will follow basic orders, like 'follow' or 'lie down'. The character must make a Fortitude save vs DC20 each round to remain conscious. No actions or Dex bonus to Defense are allowed and opponents gain a +2 to strike the effected character. Once Unconscious the character begins taking damage at a rate of -1d4 per hour. If 'revived' before death this damage can be treated as non-lethal damage.

### *Spinal Injury*

The character has suffered some trauma to his or her spinal chord that has either severed it or damaged it in such a way as to cause the complete inability to use some or all of his or her limbs. Unless the specific injury is specified roll a d10.

1-3	Lower spinal chord injury(m)	Unable to use one motive limb. Move = -15'
4	Lower spinal chord injury(M)	Unable to use any motive limbs. Move = 0'
5-7	Upper spinal chord injury(m)	Unable to use one manipulative limb. -2 to tasks
8	Upper spinal chord injury(M)	Unable to use any manipulative limbs. May not manipulate objects.
9	Upper spinal chord injury(M)	Unable to use any motive or manipulative limbs on one side of the body.
10	Upper spinal chord injury(M)	Unable to use any motive or manipulative limbs at all.

(m) = minor injury (M) = major injury

### *Stable*

A character who was dying but who has stabilized and still has 0 Wound points is stable. The character is no longer dying, but is still unconscious. If the character has become stable needs to make hourly Fortitude checks.

### *Staggered*

A character whose subdual damage exactly equals his current hit points is staggered. He so badly weakened or roughed up that he can only take a partial action when he would normally be able to take a standard action.

### *Stunned*

The character loses her Dexterity bonus to Defense (if any) and can take no actions. Foes gain a +2 bonus to hit stunned characters.

### *Thirsty*

The character is not just thirsty, he or she suffers from the condition thirst. For every hour that this condition is not dealt with the pc makes a fortitude save vs DC20 or suffers a d4 of damage at a cumulative -1 for each check. In addition, once a day the character must make a save vs DC20 or become fatigued, which lasts all day. Once hit points reach the half way point for whatever reason the save is vs exhaustion. Once a character fails even a single check against the exhaustion condition, that condition is permanent until at least one day of rest and water is bestowed on the character for every day that the condition was in effect.

### *Traumatized*

Some part of a pc has been damaged in a way that traumatizes it for a period of time or permanently. The use of that body part is restricted. A minimum of -2 per manipulative limb on all tasks requiring that limb and -5' movement loss per motive limb is suggested and more severe cases may preclude the use of that part at all. If not specifically stated, Trauma to the brain may result in -1d4 to Int and/or Wis and/or cause perm disabilities such as Dizzy, Confused, Convulsions, etc.

### *Weakness*

The character is weak, and has a -4 strength for the duration.

### *Unconscious*

See knocked down and helpless.

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