

DPS Archetype Bonus

Nic: When they hit the Armor AC but don't exceed it they hit for one damage and force a **Moderate Reflex Save** reducing their Armor AC by -1 on a failed save.

Once Per Day: They can Haste without getting exhaustion for one Minute. They can move into and out of Melee Range without provoking Opportunity Attacks.

Blinded

While blinded you cannot see unless you have the Blind Fighting skill. All attacks against you are at Advantage, all attacks you make are at Disadvantage.

Charmed

A charmed creature believes the creature that charmed them is friendly and will carry out simple requests so long as it does not violate their core beliefs. You must make a Difficult Will save to end the condition.

Confused

A confused creature attacks anyone near them with no regard for who is an ally or enemy. You must make a Moderate Will Save to end the condition.

Cowering

A cowering creature is unwilling to attack or defend. You are frozen and cannot take a move action. Attacks against them are at Advantage. You must make a Moderate Will Save to end the condition.

Dazzled

A dazzled creature is entranced by what it sees. While dazzled, it cannot maintain concentration and all skill checks are at Disadvantage. You must make a Moderate Will Save to end the condition.

Deafened

You automatically fail any skill checks or save based on sound. Any attacks against you from angles you cannot see are at Advantage.

Dominated

While dominated, you are under the complete control of a powerful creature or entity. You must carry out any instruction they give you with no regard for the lives of others or yourself. You must make a Moderate Will Save to end the condition.

Conditions

Entangled

A creature that has been entangled is ensnared by vines, ropes or some similar obstruction. Their movement speed is five feet they are prone and must make a **Moderate Reflex Save** to escape

Fascinated

Not to be confused with dazzled, being fascinated takes hold of a player's curiosity and puts them into a hyperfocus. While in this state they have **Disadvantage** on any check not related to the focus of your fascination. You must make a **Moderate Will Save** to end the condition.

Flat-Footed

You are flatfooted when you are caught off guard in battle. While flatfooted, you suffer a -2 penalty to their Armor.

Frightened

While frightened you try to move away from an enemy that you are afraid of using the Dash action. You must make a **Moderate Will Save** to end the condition.

Grappled

Grappled creatures can only attack the creature grappling with them. A creatures Speed is reduced to zero while grappled. A grappled creature can attempt to grapple the creature grappling with no penalty so long as they are not two times smaller or larger. You must make a **Moderate Reflex Save** to end the condition.

Helpless

A helpless character is in a condition where they are unable to attack or defend. They are treated as prone, and frightened or cowering per GM Discretion. All attacks against helpless creatures are at **Advantage**. You must make a **Moderate Will Save** to end the condition.

Incapacitated

While incapacitated, you are either unconscious or in a state where you cannot react to the environment. All saving throws and skill checks automatically fail. Attacks against an incapacitated creature are at **Advantage**. Only magic or healing can end this condition.

Invisible

While you are invisible, you have **Advantage** on all attacks against enemies. All enemies have **Disadvantage** on attacks against you. You can end the condition by attacking an enemy.

Nauseated

When nauseated, you are sensitive to smells that otherwise would not have issue with and cannot take a Reaction. You must pass a **Moderate Fortitude Save** to end the condition.

Paralyzed

While paralyzed, you are still conscious but unable to move. Attacks against you succeed automatically in dealing damage as if you were wearing no armor. Only magic or healing can end this condition.

Petrified

When you are petrified, you become a statue. You can reverse the petrification by succeed on a **Moderate Fortitude Save**. If you fail, you remain a statue for one hour. If the statue is damaged or destroyed, the afflicted character dies.

Poisoned

While poisoned, your Speed is halved, you cannot Dodge, Parry, or Brace for an attack. All attacks made are at **Disadvantage**. Additional effects may apply depending on the poison used. The Save required to end the condition is dependent upon the poison used.