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The character takes a –2 penalty on all attack rolls, weapon damage rolls, [saving throws](http://www.d20pfsrd.com/gamemastering/combat#TOC-Saving-Throws), skill checks, and ability checks.

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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.

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**Fatigued**

A fatigued character can neither run nor [charge](http://www.d20pfsrd.com/gamemastering/combat#TOC-Charge) and takes a –2 penalty to [Strength](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Strength-Str-) and [Dexterity](http://www.d20pfsrd.com/basics-ability-scores/ability-scores#TOC-Dexterity-Dex-). 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.

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