

STARFINDER IMMUNITIES (For those who need a one-page reference outside of Alien Archive)

CONSTRUCT IMMUNITIES (EX)

Constructs are immune to the following effects, unless the effect specifies that it works against constructs.

- Bleed, death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, and stunning.
- Ability damage, ability drain, energy drain, exhaustion, fatigue, negative levels, and nonlethal damage.
- Any effect that requires a Fortitude save (unless the effect works on objects or is harmless).

OOZE IMMUNITIES (EX)

Oozes are immune to the following effects, unless the effect specifies that it works against oozes.

- Critical hits, paralysis, poison, polymorph, sleep, and stunning.
- Gaze abilities, illusions, visual effects, and other attacks that rely on sight.
- Flanking—oozes are unflankable.

PLANT IMMUNITIES (EX)

Plants are immune to the following effects, unless the effect specifies it works against plants.

- Mind-affecting effects, paralysis, poison, polymorph, sleep, and stunning.

SWARM IMMUNITIES (EX)

Swarms are immune to the following effects, unless the effect specifies it works against swarms.

- Bleeding, critical hits, flat-footed, off-target, pinned, prone, staggered, and stunned.
- Combat maneuvers—swarms can't be affected by and can't perform combat maneuvers, unless the swarm's description says otherwise.
- Flanking—swarms are unflankable.
- Dying—a swarm reduced to 0 Hit Points breaks up and ceases to exist as a swarm, though individual members of it might survive.

UNDEAD IMMUNITIES (EX)

Undead are immune to the following effects, unless the effect specifies it works against undead creatures.

- Bleed, death effects, disease, mind-affecting effects, paralysis, poison, sleep, and stunning.
- Ability damage, ability drain, energy drain, exhaustion, fatigue, negative levels, and nonlethal damage.
- Any effect that requires a Fortitude save (unless the effect works on objects or is harmless).