

- ✗ I grant combat advantage
- ✗ I can't see any target (your targets have total concealment)
- ✗ I take a -10 penalty to Perception checks
- ✗ I can't flank an enemy

I am Blinded

You are Blinded

- ✗ You grant combat advantage
- ✗ You can't see any target (your targets have total concealment)
- ✗ You take a -10 penalty to Perception checks
- ✗ You can't flank an enemy

- ✗ I grant combat advantage
- ✗ I can take either a standard action, a move action, or a minor action on my turn (you can also take free actions). I can't take immediate actions or opportunity actions.
- ✗ I can't flank an enemy.

I am Dazed

You are Dazed

- ✗ You grant combat advantage
- ✗ You can take either a standard action, a move action, or a minor action on your turn (you can also take free actions). You can't take immediate actions or opportunity actions.
- ✗ You can't flank an enemy.

✗ I can't hear anything.
✗ I take a -10 penalty to Perception checks.

I am Deafened

You are Deafened

- ✗ You can't hear anything.
- ✗ You take a -10 penalty to Perception checks.

I am Dominated

You are Dominated

- ✗ You are dazed (effects included below).
- ✗ You grant combat advantage
- ✗ You can take either a standard action, a move action, or a minor action on your turn (you can also take free actions). You can't take immediate actions or opportunity actions.
- ✗ You can't flank an enemy.
- ✗ The dominating creature chooses your action. The only powers it can make you use are at-will powers.

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You are Dying

- ✗ You are unconscious and helpless (effects included below).
- ✗ You grant combat advantage
- ✗ You can be the target of a coup de grace.
- ✗ You take a -5 penalty to all defenses.
- ✗ You can't take actions
- ✗ You fall prone, if possible.
- ✗ You can't flank an enemy.
- ✗ You're at 0 or negative hit points.
- ✗ You make a death saving throw every round (PHB 295).

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I am Dying

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- ✗ I can be the target of a coup de grace.
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- ✗ I can't take actions
- ✗ I fall prone, if possible.
- ✗ I can't flank an enemy.
- ✗ I am at 0 or negative hit points.
- ✗ I make a death saving throw every round (PHB 295).

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✗ I grant combat advantage.
✗ I can be the target of a coup de grace.

I am Helpless

You are Helpless

- ✗ You grant combat advantage.
- ✗ You can be the target of a coup de grace.

✗ I can't move from my space, although I can teleport and can be forced to move by a pull, a push, or a slide.

I am Immobilized

You are Immobilized

✗ You can't move from your space, although you can teleport and can be forced to move by a pull, a push, or a slide.

✗ I take a -2 penalty to attack rolls for any attack that doesn't target the creature that marked me.

I am Marked

You are Marked

✗ You take a -2 penalty to attack rolls for any attack that doesn't target the creature that marked you.

- ✗ I don't age.
- ✗ I am unaware of my surroundings.
- ✗ I gain resist 20 to all damage.
- ✗ I can't take actions.
- ✗ I have been turned to stone.

I am Petrified

You are Petrified

- ✗ You have been turned to stone.
- ✗ You can't take actions.
- ✗ You gain resist 20 to all damage.
- ✗ You are unaware of your surroundings.
- ✗ You don't age.

- ✗ I take a -2 penalty to attack rolls.
- ✗ my fly speed. If I don't reach the ground, I fall.)
- ✗ I am lying on the ground. (If I am flying, I safely descend a distance equal to my fly speed.
- ✗ I get a +2 bonus to all defenses against ranged attacks from nonadjacent enemies.
- ✗ I grant combat advantage to enemies making melee attacks against me.

I am Prone

You are Prone

- ✗ You grant combat advantage to enemies making melee attacks against you.
- ✗ You get a +2 bonus to all defenses against ranged attacks from nonadjacent enemies.
- ✗ You're lying on the ground. (If you're flying, you safely descend a distance equal to your fly speed. If you don't reach the ground, you fall.)
- ✗ You take a -2 penalty to attack rolls.

- ✗ I grant combat advantage.
- ✗ I am immobilized
- ✗ I can't be forced to move by a pull, a push, or a slide.
- ✗ I take a -2 penalty to attack rolls

I am Restrained

You are Restrained

- ✗ You grant combat advantage.
- ✗ You're immobilized.
- ✗ You can't be forced to move by a pull, a push, or a slide.
- ✗ You take a -2 penalty to attack rolls.

✗ My speed becomes 2. This speed applies to all my movement modes, but it does not apply to teleportation or to a pull, a push, or a slide. I can't increase my speed above 2, and my speed doesn't increase if it was lower than 2. If I am slowed while moving, I stop moving if I have already moved 2 or more squares.

I am Slowed

You are Slowed

✗ Your speed becomes 2. This speed applies to all your movement modes, but it does not apply to teleportation or to a pull, a push, or a slide. You can't increase your speed above 2, and your speed doesn't increase if it was lower than 2. If you're slowed while moving, stop moving if you have already moved 2 or more squares.

- ✗ I grant combat advantage.
- ✗ I can't take actions.
- ✗ I can't flank an enemy.

I am Stunned

You are Stunned

- ✗ You grant combat advantage.
- ✗ You can't take actions.
- ✗ You can't flank an enemy.

- ✗ I grant combat advantage.
- ✗ I can't take actions.
- ✗ I can't flank an enemy.

I am Surprised

You are Surprised

- ✗ You grant combat advantage.
- ✗ You can't take actions.
- ✗ You can't flank an enemy.

I am Unconscious

You are Unconscious

- ✗ I am helpless (effects included below).
- ✗ I grant combat advantage.
- ✗ I can be the target of a coup de grace.
- ✗ I take a -5 penalty to all defenses.
- ✗ I can't take actions
- ✗ I fall prone, if possible.
- ✗ I can't flank an enemy.

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- ✗ You're helpless (effects included below).
- ✗ You grant combat advantage.
- ✗ You can be the target of a coup de grace.
- ✗ You take a -5 penalty to all defenses.
- ✗ You can't take actions
- ✗ You fall prone, if possible.
- ✗ You can't flank an enemy.

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✗ My attacks deal half damage. Ongoing damage I deal is not affected.

I am Weakened

You are Weakened

✗ Your attacks deal half damage. Ongoing damage you deal is not affected.