

## YOU ARE **Dominated**

Granting **CA**   I Can't **FLANK**   I Get NO **ACTIONS**

You can't take actions. Instead, the dominating creature chooses a single action for you to take on your turn: a standard, a move, or a minor action. The only powers it can make you use are at-will powers.

You grant combat advantage.

You can't flank an enemy.



CONDITION

dndfile.com Condition Cards

## YOU ARE **Stunned**

Granting **CA**   I Can't **FLANK**   I Get NO **ACTIONS**

You can't take actions.

You grant combat advantage

You can't flank an enemy.



CONDITION

dndfile.com Condition Cards

## YOU ARE **Dazed**

Granting **CA**   I Can't **FLANK**   I Get NO **ACTIONS**

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 grant combat advantage.

You can't flank an enemy.



CONDITION

dndfile.com Condition Cards

## YOU ARE **Weakened**

Granting **CA**   I Can't **FLANK**   I Get NO **ACTIONS**

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



CONDITION

dndfile.com Condition Cards

## YOU ARE **Blinded**

Granting **CA**   I Can't **FLANK**   I Get NO **ACTIONS**

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.



CONDITION

dndfile.com Condition Cards

## YOU ARE **Prone**

Granting **CA** to Melee   I Can't **FLANK**   I Get NO **ACTIONS**

You grant combat advantage to enemies making melee attacks against you.

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

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.

You can drop prone as a minor action.



CONDITION

dndfile.com Condition Cards

## YOU ARE **Immobilized**

Granting **CA**   I Can't **FLANK**   I Get NO **ACTIONS**

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.



CONDITION

dndfile.com Condition Cards

## YOU ARE **Slowed**

Granting **CA**   I Can't **FLANK**   I Get NO **ACTIONS**

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 if you have already moved 2 or more squares.



CONDITION

dndfile.com Condition Cards

## YOU ARE **Marked**

Granting **CA**   I Can't **FLANK**   I Get NO **ACTIONS**

When a creature marks a target, that target takes a -2 penalty to attack rolls for any attack that doesn't include the creature as a target. A creature can be subject to only one mark at a time, and a new mark supersedes an old one.



CONDITION

dndfile.com Condition Cards