## YOU ARE Dying







You're Unconscious.

- You're Helpless.
  - 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.



**CONDITION** dndfile.com Condition

#### YOU ARE Unconscious





I Get NO ACTIONS

You're Helpless.

You take a -5 penalty to all defenses.

You can't take actions.

You fall prone, if possible.

You can't flank an enemy.



CONDITION

dndfile.com Condition Cards

## YOU ARE Helpless





I Get NO ACTIONS

You grant combat advantage.

You can be the target of a coup de grace.

Usually you are Helpless because you are Unconscious (in which case you can't take actions).



CONDITION

dndfile.com Condition Cards

### YOU ARE Surprised







You grant combat advantage.

You can't take actions.

You can't flank an enemy.



CONDITION

dndfile.com Condition Cards

#### 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.



CONDITION

dndfile.com Condition Cards

## 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.



CONDITION

ndfile.com Condition Cards

## YOU ARE Deafened







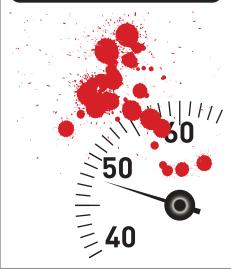
You can't hear a thing.

You take a -10 penalty to Perception checks.



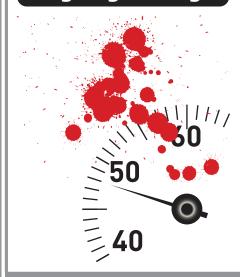
**CONDITION** dndfile.com Condition Card

## **Ongoing Damage**



CONDITION dndfile.com Condition Card:

# **Ongoing Damage**



CONDITION dndfile.com