

## DAZED

A Dazed creature grants combat advantage to all attackers, cannot flank enemies, and can act only on its own turn. It cannot make opportunity attacks or make minor actions.

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## STAGGERED

A Staggered creature grants combat advantage to all attackers, cannot flank enemies, and can act only on its own turn. It cannot make opportunity attacks or make minor actions.

The Staggered creature cannot use powers or make actions other than a basic attack.

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## STUNNED

A Stunned creature grants combat advantage to all attackers, cannot flank enemies, and can act only on its own turn. It cannot make opportunity attacks or make minor actions. A Stunned creature can take no actions.

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## HELPLESS

A Helpless creature grants combat advantage to all attackers, cannot flank enemies, and can act only on its own turn. It cannot make opportunity attacks or make minor actions. A Helpless creature can take no actions and melee attacks against the creature are automatic critical hits; all other attacks get a +4 bonus and do normal damage.

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## IMMOBILISED

An immobilised creature cannot move on its own but can otherwise act normally. It is still subject to effects that push, pull, or otherwise transport it. An Immobilised creature's Speed is 0.

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## ENERVATED

An Enervated creature's attacks deal half damage (*round up*).

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## SLOWED

A Slowed creature's Speed is reduced to 2.

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## CONFUSED

A Confused creature acts randomly. Roll 1d20 and consult the table below:

- 1-5 Controlled by its player
- 6-15 Takes no actions
- 16-20 Controlled by an opponent

A Confused creature can only make basic attacks and cannot use special powers.

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## BLINDED

You cannot make Ranged Attacks or Opportunity Attacks. All enemies have Concealment 11 against you (*when you hit them with a Melee or Ranged attack, roll a d20: On a result of 11 or greater, you hit. Otherwise, you miss.*) All enemies have Combat Advantage against you. -5 to attack

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## MARKED

A particular creature has marked you. You can only be marked by 1 creature at a time. If another creature marks you, you lose the old mark and gain the new one. You are at -2 on all attacks that do not include the creature that marked you as a target. You may suffer other penalties for attacking a creature other than the one that marked you, if that creature has such an ability.

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## ONGOING DAM.

At the start of each of your turns, you take a given amount of a given type of damage. Example: "ongoing 5 acid damage" deals you 5 acid damage at the start of each of your turns. If the duration of the effect is 'save ends', remember that saving throws are made at the end of your turn.

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## PRONE

You are at -2 on all attacks. All enemies gain Combat Advantage against you. A move action only moves you 1 square, and doing so provokes Opportunity Attacks. Standing up is a move action that provokes Opportunity Attacks.

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## INVISIBLE

No one has Line of Sight to you. No one can target you with a Ranged Attack. You have Concealment 11 against attackers (*when they hit you with a Melee or Ranged attack, they roll a d20: On a result of 11 or greater, they hit. Otherwise, they miss.*)

You have Combat Advantage against enemies you attack. Enemies cannot make Opportunity Attacks against you.

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## UNCONSCIOUS

All Melee Attacks against you are automatic critical hits, maximizing all dice. All other attacks against you gain a +4 bonus. All enemies have Combat Advantage against you, making the bonus to Non-Melee Attacks +6. You cannot flank enemies or help an ally gain flanking. You cannot make Opportunity Attacks or use immediate actions. On your turn you take no actions, but can still make saving throws.

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## BLOODIED

When a creature's HP total drops to half or lower hp, it is considered bloodied.

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