

# Dazed

- ◆ You grant combat advantage.
- ◆ You can take either a standard action, a move action, or a minor action on your turn.
- ◆ You can't take immediate or opportunity actions.
- ◆ You can't flank an enemy.

**Save Ends**

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# 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 take a -2 penalty to attack rolls.

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# 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.

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# Stunned

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

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# 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.

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# Weakened

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

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# 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.

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- ◆ 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.

# 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.
- ◆ A grabbed creature is immobilized.

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