

# CONDITIONS

## 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.

## 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.

## DEAFENED

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

## DOMINATED

- You can't take actions. Instead, the dominator chooses a single action for you to take on the creature's turn: a standard, a move, a minor, or a free action. The only powers and other game features that the dominator can make you use are ones that can be used at will, such as at-will powers. For example, anything that is limited to being used only once per encounter or once per day does not qualify.
- You grant combat advantage.
- You can't flank.

In spite of this condition, the creature's allies remain its allies, and its enemies remain its enemies. (Thus, if the dominator makes the creature attack one of its allies, it does not attack an ally of the dominator.) If the dominator tries to force the creature to throw itself into a pit or move into some other form of hindering terrain, the creature gets a saving throw to avoid entering the terrain.

## DYING

- You're unconscious.
- You're at 0 or negative hit points.
- You make a death saving throw every round.

## GRABBED

Being grabbed means a creature is immobilised. Unless otherwise noted, a grab lasts until the end of the grabber's next turn, and the grabber can sustain the grab as a minor action and end it as a free action. Certain circumstances end a grab: if the grabber is affected by a condition that prevents it from taking opportunity actions, if either the grabber or the creature it's grabbing moves far enough away that the grabbed creature is no longer in the grabber's reach, or if the grabbed creature escapes. See also "Escape" and "Grab".

## HELPLESS

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

Note: Usually you're helpless because you're unconscious.

## HIDDEN

When a creature is hidden from an enemy, the creature is silent and invisible to that enemy. A creature normally uses the Stealth skill to become hidden.

## IMMOBILISED

- 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.

## MARKED

- You take a -2 penalty to attack rolls for any attack that doesn't target the creature that marked you.
- You can be subjected to only one mark at a time, and a new mark supersedes an old one.

A mark ends immediately when its creator dies or falls unconscious.

## PETRIFIED

- You are unconscious.
- You gain resist 20 to all damage.
- You don't age.

## PRONE

- 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 defences against ranged attacks from nonadjacent enemies.
- You are lying down. However, if you are climbing or flying, you fall.

- You take a -2 penalty to attack rolls.

## RESTRAINED

- You can't move, unless you teleport. You can't even be pulled, pushed, or slid.
- You take a -2 penalty to attack rolls.
- You grant combat advantage.

## 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 if you have already moved 2 or more squares.
- You cannot benefit from bonuses to speed, although you can use powers and take actions, such as the run action, that allow you to move farther than your speed.

## STUNNED

- You grant combat advantage.
- You can't take actions.
- You can't flank an enemy.
- You fall if you are flying, unless you can hover.

## SURPRISED

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

## UNCONSCIOUS

- You're helpless.
- You take a -5 penalty to all defences.
- You can't take actions.
- You fall prone, if possible.
- You can't flank an enemy.
- You are unaware of your surroundings.

## WEAKENED

- Your attacks deal half damage. However, two kinds of damage that you deal are not affected: ongoing damage and damage that isn't generated by an attack roll.