

4TH EDITION DUNGEONS & DRAGONS CONDITIONS SUMMARY

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.

BLOODIED

- ◆ You're at one-half your maximum hit points (rounded down), or below.

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're dazed.
- ◆ The dominating creature chooses your action. The only powers it can make you use are at-will powers.

DYING

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

HELPLESS

- ◆ You grant combat advantage.
 - ◆ You can be the target of a coup de grace.
- Note: Usually you're helpless because you're unconscious.*

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.

MARKED

- ◆ You take a -2 penalty to attack rolls for any attack that doesn't target the creature that marked you.

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.

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'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.

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.

SLOWED

- ◆ Your speed becomes 2. This speed applies to all your movement modes, but 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.

STUNNED

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

SURPRISED

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

UNCONSCIOUS

- ◆ 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.

WEAKENED

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