





CONDITION	EFFECTS
BLINDED	<ul style="list-style-type: none"> - You grant combat advantage. - You can't flank an enemy. - You takes a -10 penalty to perception checks. - Your targets have total concealment.
DAZED	<ul style="list-style-type: none"> - You can take either a standard, a move, or a minor action on your turn (you can also take free actions). You can't take immediate actions or opportunity actions. - You grant combat advantage. - You can't flank an enemy. - You can't delay.
DEAFENED	<ul style="list-style-type: none"> - You can't hear a thing. - You take a -10 penalty to Perception checks.
DOMINATED	<ul style="list-style-type: none"> - You can't take actions voluntarily. Instead, the dominating creature chooses a single action for you to take on your turn: a standard, a move, a minor or a free action. The only powers and other game features it can make you use are those that are "at-will". - You grant combat advantage. - You can't flank an enemy.
DYING	<ul style="list-style-type: none"> - You are Unconscious. - You are at 0 or negative hit points. - You must make death saving throws.
GRABBED	<ul style="list-style-type: none"> - You are Immobilized. - You are no longer grabbed if the grabber is prevented from taking actions, or if you end up outside the range of the grabbing power/effect.
HELPLESS	<ul style="list-style-type: none"> - You grant combat advantage. - You can be the target of a coup de grace.
IMMOBILIZED	<ul style="list-style-type: none"> - 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. - You can't reposition yourself on the battle grid but you are not paralyzed.
MARKED	<ul style="list-style-type: none"> - You take a -2 penalty to attack anyone that does not include the creature who targeted you. - You can only be subjected to one mark at a time. A new mark over-rides the previous one. - You are no longer marked if the creature who targeted you dies or falls unconscious.
PETRIFIED	<ul style="list-style-type: none"> - You are Unconscious. - You have resist 20 to all damage. - You do not age. - Normally, you fall prone when unconscious but the DM may decide you remain upright, like a statue.
PRONE	<ul style="list-style-type: none"> - You are lying down. If you are climbing or flying, you fall. - You can only move by crawling, teleporting, or by forced movement (push, pull, slide). - You take a -2 penalty to attack rolls. - You grant combat advantage to melee attackers against you, but you gain +2 to all defenses vs ranged attacks from non adjacent attackers.
REMOVED FROM PLAY	<ul style="list-style-type: none"> - You can't take actions. - You have neither line of sight nor line of effect to anything. Nothing has line of sight or line of effect to you. - Despite being removed from play, your turns start and end as normal.
RESTRAINED	<ul style="list-style-type: none"> - You can't move unless teleported (you can't even be forced to move via push, pull or slide). - You take a -2 penalty to attack rolls. - You grant combat advantage.
SLOWED	<ul style="list-style-type: none"> - Your speed becomes 2 if it was higher than that. This speed applies to all your movement modes, but it does not apply to forced movement against you (pull, push, slide) or teleportation. - If slowed during movement, you must stop if you have already moved at least 2 squares. - You can't benefit from speed bonuses, though you can use powers and take actions (ex: Run) that allow moving farther than your speed.
SURPRISED	<ul style="list-style-type: none"> - You grant combat advantage. - You can't take actions. - You can't flank an enemy.
STUNNED	<ul style="list-style-type: none"> - You can't take actions. - You grant combat advantage. - You can't flank an enemy. - You fall if flying, unless you can hover.
UNCONSCIOUS	<ul style="list-style-type: none"> - You are Helpless. - You take a -5 penalty to all defenses. - You can't take actions. - You are unaware of your surroundings. - You fall prone, if possible. - You can't flank an enemy.
WEAKENED	<ul style="list-style-type: none"> - Your attacks deal half damage. - Ongoing damage and damage that is not generated by an attack roll are not affected.