

Blinded
While a creature is blinded, it can't see, which means its targets have total concealment against it, and it takes a -10 penalty to Perception checks. It also grants combat advantage and can't flank.
Dazed
While a creature is dazed, it doesn't get its normal complement of actions on its turn; it can take either a standard, a move, or a minor action. The creature can still take free actions, but it can't take immediate or opportunity actions. It also grants combat advantage and can't flank.
Deafened
While a creature is deafened, it can't hear, and it takes a -10 penalty to Perception checks.
Dominated
While a creature is dominated, it can't take actions. Instead, the dominator chooses a single action for the creature 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 the creature 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. In spite of this condition, the creature's allies remain its allies, and its enemies, its enemies.
In addition, a dominated creature grants combat advantage and can't flank.
Dying
A dying creature is unconscious and must make death saving throws. Monsters normally die when they drop to 0 hit points, so they suffer this condition only in exceptional situations.
Grabbed
While a creature is grabbed, it is immobilized. Maintaining this condition on the creature occupies whatever appendage, object, or effect the grabber used to initiate the grab. This condition ends immediately on the creature if the grabber is subjected to an effect that prevents it from taking actions, or if the creature ends up outside the range of the grabbing power or effect.

CONDITIONS
Helpless
While a creature is helpless, it grants combat advantage and can be the target of a coup de grace.
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. See also invisible.
Immobilized
When a creature is immobilized, it can't move, unless it teleports or is pulled, pushed, or slid.
Marked
When a creature marks a target, the target takes a -2 penalty to attack rolls for any attack that doesn't include the marking creature as a target. A creature 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
While a creature is petrified, it is unconscious. In addition, it has resist 20 to all damage and doesn't age.
Prone
When a creature is prone, it is lying down. It takes a -2 penalty to attack rolls, and the only way it can move is by crawling, teleporting, or being pulled, pushed, or slid. In addition, it grants combat advantage to enemies making melee attacks against it, but it gains a +2 bonus to all defenses against ranged attacks from enemies that aren't adjacent to it.
If a creature is flying when it falls prone, it safely descends a distance equal to its fly speed. If it doesn't reach a solid surface, it falls.
A creature can end this condition on itself by standing up. A creature can drop prone as a minor action.
This condition can affect limbless creatures, such as fish and snakes, as well as amorphous creatures, such as oozes.

Removed from Play
Some effects can temporarily remove a creature from play. While a creature is removed from play, its turns start and end as normal, but it can't take actions. In addition, it has neither line of sight nor line of effect to anything, and nothing has line of sight or line of effect to it.
Restrained
While a creature is restrained, it can't move, unless it teleports. It can't even be pulled, pushed, or slid. It also takes a -2 penalty to attack rolls, and it grants combat advantage.
Slowed
When a creature is slowed, its speed becomes 2 if it was higher than that. This speed applies to all of the creature's movement modes (walking, flying, and so on), but it does not apply to forced movement against it, teleportation, or any other movement that doesn't use the creature's speed. The creature also cannot benefit from bonuses to speed, although it can take actions, such as the run action, that allow it to move farther than its speed.
Stunned
While a creature is stunned, it can't take actions. It also grants combat advantage and can't flank.
Surprised
While a creature is surprised, it can't take actions. It also grants combat advantage and can't flank.
Unconscious
While a creature is unconscious, it is helpless, it can't take actions, and it takes a -5 penalty to all defenses. It also can't flank and is unaware of its surroundings. When a creature is subjected to this condition, it falls prone, if possible. See also helpless and prone.
Weakened
While a creature is weakened, its attacks deal half damage. However, two kinds of damage that it deals are not affected: ongoing damage and damage that isn't generated by an attack roll. See also half damage.

DEATH AND DYING

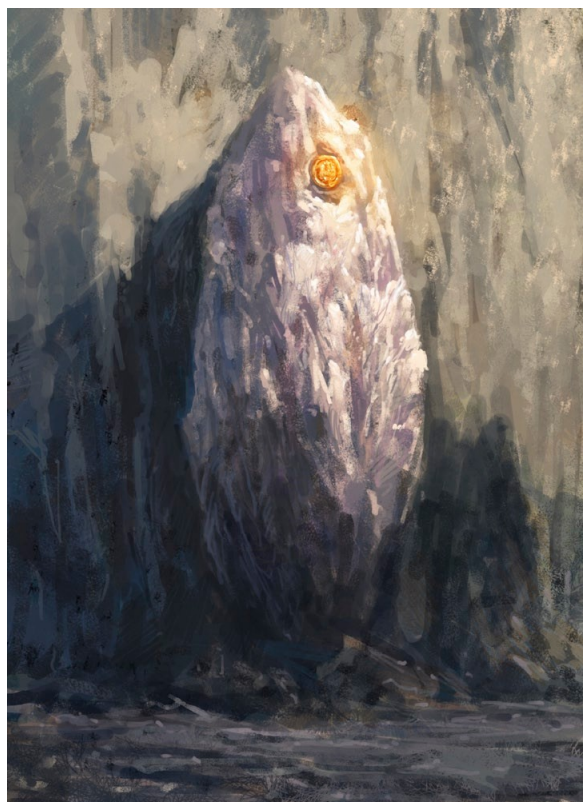
When you are dying, you need to make a saving throw at the end of your turn each round. The result of your saving throw determines how close you are to death.

Lower than 10: You slip one step closer to death. If you get this result three times before you take a rest, you die.

10–19: No change.

20 or higher: Spend a healing surge. When you do so, you are considered to have 0 hit points, and then your healing surge restores hit points as normal. You are no longer dying, and you are conscious but still prone. If you roll 20 or higher but have no healing surges, your condition doesn't change.

Death: When you take damage that reduces your current hit points to your bloodied value expressed as a negative number, your character dies.



HEROIC

Standard

Grant combat advantage; marked; -2 to one defense

Move

Avoid an obstacle; cover or concealment against target; knock prone, push, pull, or slide 4 squares; deafen; ongoing damage

Minor

Add a damage type to an attack; shift 1 square

PARAGON

Standard

Blinded; dazed; immobilized; restrained; weakened

Move

Grant combat advantage; marked; -2 to one defense

Minor

Avoid an obstacle; cover or concealment against target; knock prone, push, pull, or slide 4 squares; deafen; ongoing damage; add a damage type to an attack; shift 1 square

EPIC

Standard

Dominated, stunned, petrified

Move

Blinded; dazed; immobilized; restrained; weakened

Minor

Avoid an obstacle; cover or concealment against target; knock prone, push, pull, or slide 4 squares; deafen; ongoing damage; add a damage type to an attack; shift 1 square; grant combat advantage; marked; -2 to one defense

All conditions save ends or until end of next turn, as appropriate.

COVER

Cover (-2 Penalty to Attack Rolls): The target is around a corner or protected by terrain. For example, the target might be in the same square as a small tree, obscured by a small pillar or a large piece of furniture, or behind a low wall.

Superior Cover (-5 Penalty to Attack Rolls): The target is protected by a significant terrain advantage, such as when fighting from behind a window, a portcullis, a grate, or an arrow slit.

Area Attacks and Close Attacks: When you make an area attack or a close attack, a target has cover if there is an obstruction between the origin square and the target, not between you and the target.

Reach: If a creature that has reach attacks through terrain that would grant cover if the target were in it, the target has cover. For example, even if you're not in the same square as a small pillar, it gives you cover from the attack of an ogre on the other side of the pillar.

Creatures and Cover: When you make a ranged attack against an enemy and other enemies are in the way, your target has cover. Your allies never grant cover to your enemies, and neither allies nor enemies give cover against melee, close, or area attacks.

Determining Cover: To determine if a target has cover, choose a corner of a square you occupy (or a corner of your attack's origin square) and trace imaginary lines from that corner to every corner of any one square the target occupies. If one or two of those lines are blocked by an obstacle or an enemy, the target has cover. (A line isn't blocked if it runs along the edge of an obstacle's or an enemy's square.) If three or four of those lines are blocked but you have line of effect, the target has superior cover.

CONCEALMENT

Concealment (-2 Penalty to Attack Rolls): The target is in a lightly obscured square or in a heavily obscured square but adjacent to you.

Total Concealment (-5 Penalty to Attack Rolls): You can't see the target. The target is invisible, in a totally obscured square, or in a heavily obscured square and not adjacent to you.

Melee Attacks and Ranged Attacks Only: Attack penalties from concealment apply only to the targets of melee or ranged attacks.