

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.



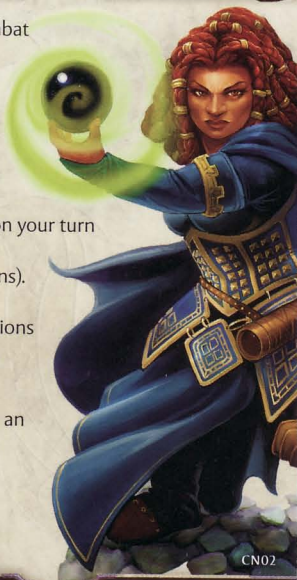
CN01

CONDITION

Illus: Franz Vohwinkel

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.



CN02

CONDITION

Illus: Eva Wildermann

Deafened

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



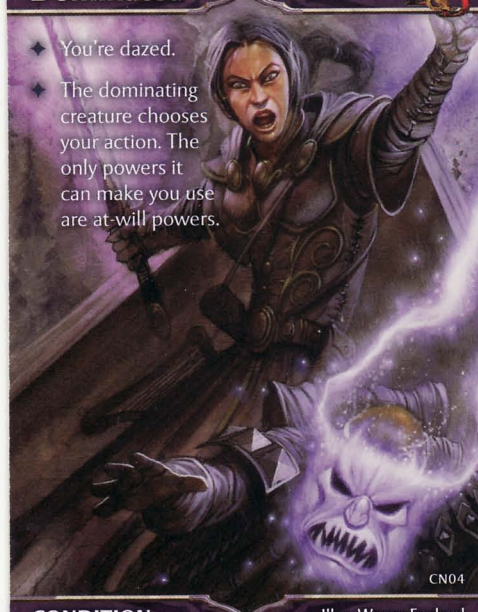
CN03

CONDITION

Illus: Franz Vohwinkel

Dominated

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



CN04

CONDITION

Illus: Wayne England

Dying

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



CN05

CONDITION

Illus: Jason A. Engle

Helpless

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

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



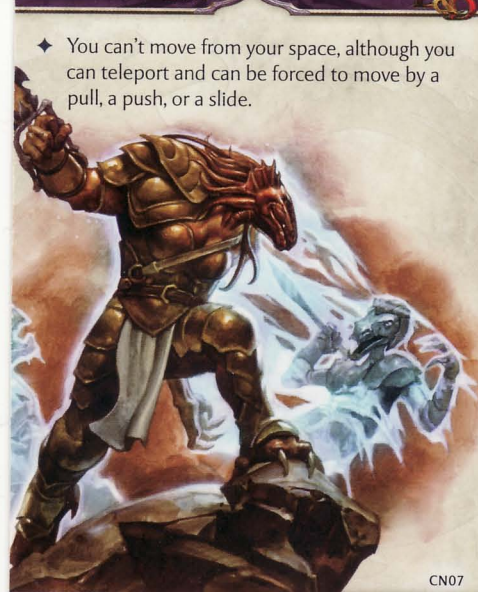
CN06

CONDITION

Illus: Jason A. Engle

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.



CN07

CONDITION

Illus: Zoltan Boros and Gabor Szikszai

Marked

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



CN08

CONDITION

Illus: Wayne England

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.



CN09

CONDITION

Illus: Steve Prescott

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 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.



CN10

Illus: Adam Gillespie

CONDITION

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.



CN11

Illus: Chris Seaman

CONDITION

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.



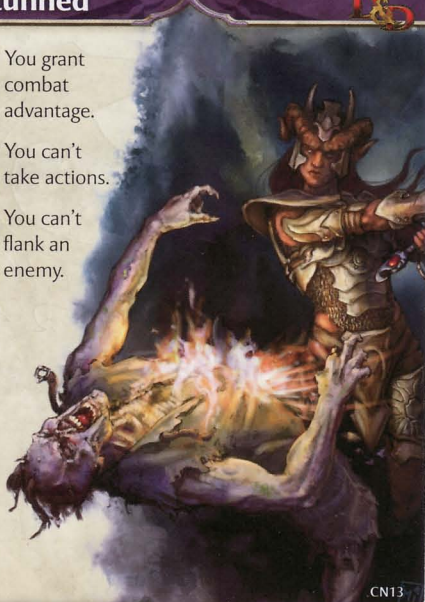
CN12

Illus: Zoltan Boros and Gabor Szikszai

CONDITION

Stunned

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



CN13

Illus: Raven Mimura

CONDITION

Surprised

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



CN14

Illus: William O'Connor

CONDITION

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.



CN15

Illus: Eva Wildermann

CONDITION

Weakened

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



CN16

Illus: Ralph Horsley

CONDITION

DUNGEONS & DRAGONS



RULES

CONDITION

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