

CONDITIONS (P277) & KEYWORDS

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, move, or minor action on your turn (you can also take free actions). You can't take immediate or opportunity actions.
- ◆ You can't flank an enemy.

DEAFENED

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

DOMINATED

- ◆ The dominating creature chooses a single action for you to take on your turn, and can only use your at-will powers and abilities.
- ◆ You grant combat advantage.
- ◆ You can't flank.

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.

IMMOBILIZED

- ◆ You can't leave your space, but can teleport or be forced to move.

MARKED

- ◆ You take a -2 penalty to attack rolls if your attack doesn't include the create that marked you.
- ◆ A new mark supersedes any existing mark.
- ◆ A mark ends 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 get a +2 bonus to all defenses against ranged attacks from nonadjacent enemies.
- ◆ You're 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 unless you can hover).
- ◆ You can't move from your space, although you can teleport, crawl, or be forced to move.
- ◆ You take a -2 penalty to attack rolls.

SURPRISED

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

RESTRAINED

- ◆ You can't move, unless you teleport (even by a pull, push, or slide).
- ◆ You take a -2 penalty to attack rolls.
- ◆ You grant combat advantage.

SLOWED

- ◆ Your speed becomes 2. This doesn't apply to teleportation or forced movement. You can't increase your speed above 2, and your speed doesn't increase if it was lower than 2. If you've already moved 2 squares.
- ◆ You cannot benefit from bonuses to speed, though 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.

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.
- ◆ You are unaware of your surroundings.

WEAKENED

- ◆ Your attacks deal half damage, except for ongoing damage and damage not from attack rolls.

HIDDEN (PHB2 P222)

- ◆ You are silent and invisible to the enemy.
- ◆ You must maintain cover or concealment, but don't need superior cover or total concealment, or to stay outside line of sight.

KEYWORDS

INSUBSTANTIAL (resistance)

- ◆ You take half damage (even ongoing damage)

INVISIBLE

- ◆ You have combat advantage against enemies that can't see you.
- ◆ You don't provoke opportunity attacks from enemies that can't see you.

PHASING (movement)

- ◆ You ignore difficult terrain.
- ◆ You can move through obstacles and creatures but must end that move in an unoccupied square.

DISEASE

- ◆ Once exposed, make a saving throw at the end of the encounter. If you fail, you are infected and suffer the disease's initial effect.
- ◆ Once infected, make an Endurance check after each extended rest see if you improve, worsen, or maintain your current condition.