

# CONDITIONS

## 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 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 can't take actions. Instead, the dominator 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 that the dominator can make you 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.
- ◆ 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.

*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.
- ◆ You 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

- ◆ 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 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 are lying down. However, if you are climbing or flying, you fall.
- ◆ You take a -2 penalty to attack rolls.
- ◆ You can drop prone as a minor action.

## RESTRAINED

- ◆ You can't move, unless you teleport. You can't even be pulled, pushed, or slid.
- ◆ You take a -2 penalty to attack rolls.
- ◆ You grant combat advantage.

## 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 moving if you have already moved 2 or more squares.
- ◆ You cannot benefit from bonuses to speed, although 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.

## SURPRISED

- ◆ You grant combat advantage.
- ◆ You can't take actions, other than free 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.
- ◆ You are unaware of your surroundings.

## WEAKENED

- ◆ Your attacks deal half damage. However, two kinds of damage that you deal are not affected: ongoing damage and damage that isn't generated by an attack roll.

*Text in **bold** indicates another condition which is also in effect.*

## ATTACK MODIFIERS

Circumstance	Modifier
Combat advantage against target	+2
Attacker is prone	-2
Attacker is restrained	-2
Target has cover	-2
Target has superior cover	-5
Target has concealment (melee and ranged only)	-2
Target has total concealment (melee and ranged only)	-5
Long range (weapon attacks only)	-2
Charge attack (melee only)	+1

## ACTIONS IN COMBAT

Type	Action	Description
Standard	Administer a potion	Help an unconscious creature consume a potion
	Aid another	Improve an ally's attack roll, defense, skill check, or ability check
	Basic attack	Make a basic attack
	Bull rush	Push a target 1 square and shift into the vacated space
	Charge	Move and then make a melee basic attack or a bull rush
	Coup de grace	Make a critical hit against a helpless enemy
	Equip or stow a shield	Use a shield or put it away
	Grab	Grab an enemy
	Ready an action	Ready an action to perform when a specified trigger occurs
	Second wind	Spend a healing surge and gain a bonus to defenses (once per encounter)
	Total defense	Gain a +2 bonus to all your defenses until the start of your next turn
Move	Crawl	While prone, move up to half your speed
	Escape	Escape a grab and shift
	Run	Move up to your speed + 2; grant combat advantage until next turn
	Stand up	Stand up from prone
	Shift	Move 1 square without provoking opportunity attacks
	Squeeze	Reduce your space by 1, move up to half your speed, and grant combat advantage
	Walk	Move up to your speed
Minor	Draw or sheathe a weapon	You can draw or sheathe a weapon
	Drink a potion	Consume a potion
	Drop prone	Drop down so that you are lying on the ground
	Load a crossbow	Load a crossbow so that you can fire it
	Open or close a door	Open or close a door or container that isn't locked or stuck
	Pick up an item	Pick up an object in your space or in an unoccupied square within reach
	Retrieve or stow an item	Retrieve or stow an item on your person
Immediate	Readied action	Take your readied action when its trigger occurs
Opportunity	Opportunity attack	Make a melee basic attack against an enemy that provokes an opportunity attack
Free	Drop held items	Drop any items you currently hold
	End a grab	Let go of an enemy
	Spend an action point	Spend an action point to take an extra action (once per encounter, not in a surprise round)
	Talk	Speak a few sentences
None	Delay	Put off your turn until later in the initiative order