

BLINDED	DAZED	DEAFENED	DOMINATED
BLINDED	DAZED	DEAFENED	DOMINATED
<ul style="list-style-type: none"> You grant combat advantage You cannot see Your targets have total concealment You take a –10 penalty to Perception checks You can't flank an enemy 	<ul style="list-style-type: none"> You grant combat advantage You can take a standard action, a move action or a minor action on your turn. You cannot take immediate actions or opportunity attacks You can't flank an enemy 	<ul style="list-style-type: none"> You cannot hear You take a –10 penalty to Perception checks 	<ul style="list-style-type: none"> You are dazed Your actions are chosen by the dominating creature You can use only your at-will powers
DYING	HELPLESS	IMMOBILIZED	MARKED
DYING	HELPLESS	IMMOBILIZED	MARKED
<ul style="list-style-type: none"> You are unconscious You have zero (0) or negative hit points You make a death saving throw every round 	<ul style="list-style-type: none"> You grant combat advantage You can be the target of a coup de grace 	<ul style="list-style-type: none"> You cannot move from the square you occupy You can teleport You can be forced to move by a pull, push, or slide 	<ul style="list-style-type: none"> You suffer a –2 penalty to attack rolls for any attack that does not target the creature that marked you

PETRIFIED	PRONE	RESTRAINED	SLOWED
PETRIFIED	PRONE	RESTRAINED	SLOWED
<ul style="list-style-type: none"> You have been turned to stone You cannot take any actions You gain resist 20 to all damage You are unaware of your surroundings You do not age 	<ul style="list-style-type: none"> You grant combat advantage to enemies making melee attacks against you You get a +2 bonus to all defenses against ranged attacks from enemies that are not adjacent to you You are lying on the ground You take a -2 penalty to attack rolls 	<ul style="list-style-type: none"> You grant combat advantage You are immobilized You cannot be forced to move by a pull, push, or slide You take a -2 penalty to attack rolls 	<ul style="list-style-type: none"> Your speed immediately becomes 2 for all movement modes except teleport or forced movement You cannot increase your speed above 2, and your speed does not increase if it was less than 2
STUNNED	SURPRISED	UNCONSCIOUS	WEAKENED
STUNNED	SURPRISED	UNCONSCIOUS	WEAKENED
<ul style="list-style-type: none"> You grant combat advantage You cannot take any actions You cannot flank an enemy 	<ul style="list-style-type: none"> You grant combat advantage You cannot take any actions except free actions You cannot flank an enemy 	<ul style="list-style-type: none"> You are helpless You take a -5 penalty to all defenses You cannot take any actions You fall prone You cannot flank an enemy 	<ul style="list-style-type: none"> Your attacks deal half damage Ongoing damage you deal is not affected