

PETRIFIED

You are turned to stone.

You are unable to take any actions.

You now resist 20 to all damage types.

You are unaware of your surroundings.

You stop aging.

DEAFENED

You can't hear any sounds.

Perception checks are penalized by a -10.

STUNNED

You are now granting combat advantage.

No actions can be taken while stunned.

Enemies cannot be flanked by you while you are stunned.

IMMOBILIZED

You cannot move from your space. You can teleport however, and also be forced to move due to a pull, push, or slide.

SLOWED

Your speed is now 2. This applies to all your movement, but it does not apply to teleportation or to being pulled, pushed, or slid.

You can't increase your speed past 2, and your speed doesn't increase if it was lower than 2. If you're slowed while you're moving, you stop moving immediately if you have already moved 2 or more spaces on the grid.

DAZED

You are now granting combat advantage.

You can take either a standard, a move, or a minor action on your turn (you can also take free actions). You can't take immediate or opportunity actions.

You can't flank enemies.

HELPLESS

You are now granting combat advantage.

A coup de grace can be inflicted upon you.

Usually you're helpless because you have been rendered unconscious.

BLINDED

You are now granting combat advantage.

Your targets have total concealment, and you can't see them.

Perception checks are penalized by a -10.

Enemies cannot be flanked by you while you are blinded.

RESTRAINED

You are now granting combat advantage.

You become immobilized.

Being pulled, pushed, or slid cannot force you to move.

Your attack rolls are taken at a -2.

PRONE

Enemies making melee attacks against you have combat advantage.

Your defenses have a +2 vs. ranged attacks from nonadjacent enemies.

You're now lying on the ground.

If you were flying, you descend a distance equal to your flying speed. If you don't manage to reach ground, then you fall.

Your attack rolls are taken at a -2.

Dropping prone can be done as a minor action.

DOMINATED

You become dazed.

The creature that dominates you chooses your action. The only powers it can force you to use are your at-wills.

WEAKENED

Your attack damage is halved. The ongoing damage you inflict is not affected.

UNCONSCIOUS

You are considered helpless.

Your defenses suffer a -5 penalty.

No actions can be taken while unconscious.

If you can, you fall prone.

Enemies cannot be flanked by you while you are unconscious.