

## YOU ARE Dying

Granting **CA**    I Can't **FLANK**    I Get NO **ACTIONS**

You are Unconscious.

- You are Helpless.
  - You grant combat advantage.
  - You can be the target of a coup de grace.
- 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 at 0 or negative hit points.  
You must make death saving throws.



CONDITION theweem.com Condition Cards v2

## YOU ARE Unconscious

Granting **CA**    I Can't **FLANK**    I Get NO **ACTIONS**

You are Helpless.

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

You take a -5 penalty to all defenses.

You can't take actions.

You are unaware of your surroundings.

You fall prone, if possible.

You can't flank an enemy.



CONDITION theweem.com Condition Cards v2

## YOU ARE Helpless

Granting **CA**    I Can't **FLANK**    I Get NO **ACTIONS**\*

You grant combat advantage.

You can be the target of a coup de grace.

Usually you are Helpless because you are Unconscious (\*in which case you can't take actions) but the DM may rule that you are so firmly bound that you are effectively Helpless.



CONDITION theweem.com Condition Cards v2

## YOU ARE Surprised

Granting **CA** to Melee    I Can't **FLANK**    I Get NO **ACTIONS**

You grant combat advantage.

You can't take actions.

You can't flank an enemy.



CONDITION theweem.com Condition Cards v2

## YOU ARE Petrified

Granting **CA**    I Can't **FLANK**    I Get NO **ACTIONS**

You are Unconscious.

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

You have resist 20 to all damage.

You do not age.

Normally, you fall prone when unconscious but the DM may decide you remain upright, like a statue.



CONDITION theweem.com Condition Cards v2

## YOU ARE Restrained

Granting **CA**    I Can't **FLANK**    I Get NO **ACTIONS**

You can't move unless teleported (you can't even be forced to move via push, pull or slide).

You take a -2 penalty to attack rolls.

You grant combat advantage.



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## YOU ARE Deafened

Granting **CA**    I Can't **FLANK**    I Get NO **ACTIONS**

You can't hear a thing.

You take a -10 penalty to Perception checks.



CONDITION theweem.com Condition Cards v2

## YOU ARE Grabbed

Granting **CA**    I Can't **FLANK**    I Get NO **ACTIONS**

You are 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.

- You can't reposition yourself on the battle grid but you are not paralyzed.

You are no longer grabbed if the grabber is prevented from taking actions, or if you end up outside the range of the grabbing power/effect.



CONDITION theweem.com Condition Cards v2

## Removed From Play

Granting **CA**    I Can't **FLANK**    I Get NO **ACTIONS**

You can't take actions.

You have neither line of sight nor line of effect to anything. Nothing has line of sight or line of effect to you.

Despite being removed from play, your turns start and end as normal.



CONDITION theweem.com Condition Cards v2