

YOU ARE **Dominated**



You can't take actions voluntarily. Instead, the dominating creature 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 it can make you use are those that are "at-will".

You grant combat advantage.

You can't flank an enemy.



CONDITION theweem.com Condition Cards v2

YOU ARE **Stunned**



You can't take actions.

You grant combat advantage.

You can't flank an enemy.

You fall if flying, unless you can hover.



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YOU ARE **Dazed**



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 actions or opportunity actions.

You grant combat advantage.

You can't flank an enemy.

You can't delay.



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YOU ARE **Weakened**



Your attacks deal half damage.

Ongoing damage and damage that is not generated by an attack roll are not affected.



CONDITION theweem.com Condition Cards v2

YOU ARE **Blinded**

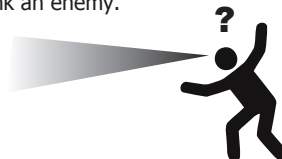


You grant combat advantage.

You can't see (your targets have total concealment from you).

You take a -10 penalty to Perception checks.

You can't flank an enemy.



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YOU ARE **Prone**



You are lying down. If you are climbing or flying, you fall.

You can only move by crawling, teleporting, or by forced movement (push, pull, slide).

You take a -2 penalty to attack rolls.

You grant combat advantage to melee attackers against you, but you gain +2 to all defenses vs ranged attacks from non adjacent attackers.



CONDITION theweem.com Condition Cards v2

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.



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YOU ARE **Slowed**



Your speed becomes 2 if it was higher than that. This speed applies to all your movement modes, but it does not apply to forced movement against you (pull, push, slide) or teleportation.

If slowed during movement, you must stop if you have already moved at least 2 squares.

You can't benefit from speed bonuses, though you can use powers and take actions (ex: Run) that allow moving farther than your speed.



CONDITION theweem.com Condition Cards v2

YOU ARE **Marked**



You take a -2 penalty to attack anyone that does not include the creature who targeted you.

You can only be subjected to one mark at a time. A new mark over-rides the previous one.

You are no longer marked if the creature who targeted you dies or falls unconscious.



CONDITION theweem.com Condition Cards v2