

MARKED

You take a -2 penalty to attack rolls for any attack that doesn't include the marking creature as a target.

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 are Helpless:
 - You grant combat advantage.
 - You can be the target of a coup de grace.
- You can't take actions.
- You fall prone, if possible.
- You can't flank.

You have resist 20 to all damage.

You do not age.



Granting Combat Advantage
 Cannot Flank Enemies
 Allowed NO Actions

PRONE

You have been knocked prone.

You are laying down. If you are climbing or flying you fall.

You may 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.

You gain +2 to all defences against ranged attacks from non-adjacent attackers.



Granting Combat Advantage (to melee)

REMOVED FROM PLAY

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.



Cannot Flank Enemies
 Allowed NO Actions

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



Granting Combat Advantage

SLOWED

Your speed becomes 2 if it was higher than that. This speed applies to all of your movement modes (walking, flying, swimming, and so on), but it does not apply to forced movement against you, teleportation, or any other movement that doesn't use your speed.

If you are subjected to this condition while it is moving using any of your speeds, you must stop if you have already moved at least 2 squares.

You cannot benefit from bonuses to speed, although you can use powers and take actions that allow you to move farther than your speed.



STUNNED

You can't take actions.

You grant combat advantage.

You can't flank an enemy.

You fall if flying, unless you can hover.



SURPRISED

You grant combat advantage.

You can't take actions.

You can't flank an enemy.



Granting Combat Advantage
 Cannot Flank Enemies
 Allowed NO Actions

UNCONSCIOUS

You are Helpless:

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

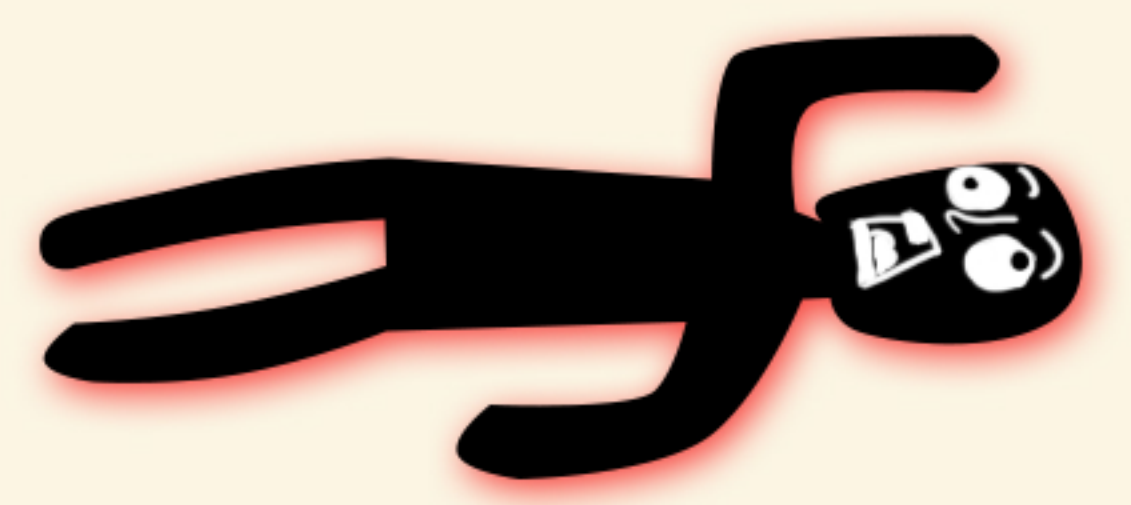
You take a -5 penalty to all defences.

You can't take actions.

You are unaware of your surroundings.

You fall prone, if possible.

You can't flank.



Granting Combat Advantage
 Cannot Flank Enemies
 Allowed NO Actions