Granting

Combat

Advantage

Cannot

Flank

**Enemies** 

You can't see, which means your targets have total concealment against you.

You take a -10 penalty to Perception checks.

You grant combat advantage.

You can't flank.



Your attacks deal half damage.

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

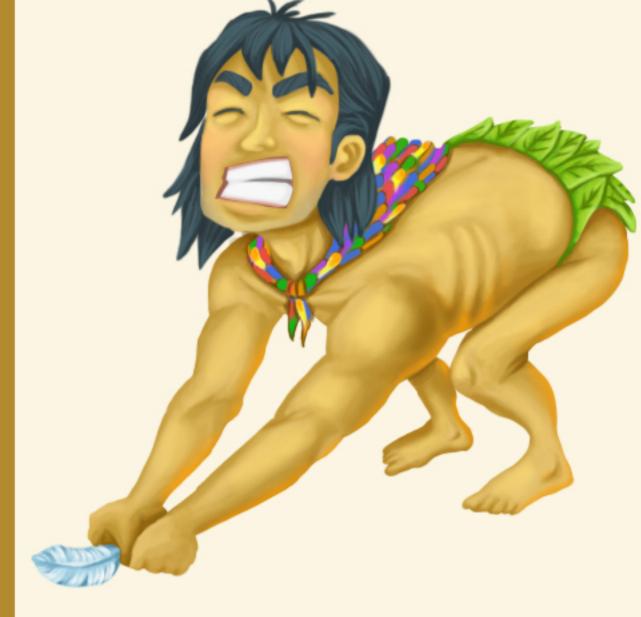


You don't get your normal complement of actions on its turn; you can take either a standard, a move, or a minor action. You can still take free actions.

You can't take immediate actions or opportunity actions.

You grant combat advantage.

You can't flank.



You can't take actions voluntarily.

chooses a single action for you to

Instead the dominating creature

take on your turn: a standard, a

move, a minor or a free action.

You grant combat advantage.

You can't flank an enemy.

those that are 'at-will'.

The only powers and other game

features it can make you use are

Granting Combat Advantage Cannot

**Enemies** 

ONE Action

DYING



Flank

**Allowed** 

### 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 defences.

—You can't take actions.

-You fall prone, if possible.

—You can't flank.

You are at 0 or negative hit points.

You must make death saving throws.



## You can't hear a thing. You take a -10 penalty to Perception checks.



Granting Combat Advantage

DOMINATED

Cannot Flank **Enemies** Allowed NO

Actions



Granting Combat Advantage Cannot Flank

**Enemies** 

**Allowed** NO Actions

### You are Immobilised:

-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



# HELPESS

You grant combat advantage.

You can be the target of a coup de grace.

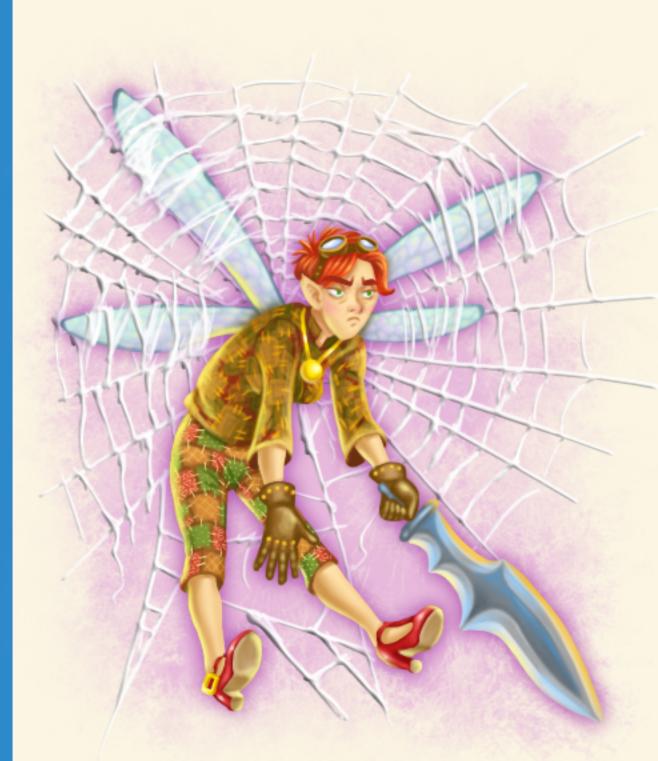
Usually if you are Helpless but not Unconcious you are considered firmly bound.



## **IMMO** W

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 can still stand up when your prone, pull an item from a backpack, or attack normally.



### Granting Combat Advantage

Cannot Flank **Enemies**