

AWARE

- ◆ You are taking part in a surprise round.
- ◆ You can take a standard action, a move action, or a minor action.
- ◆ You can take free actions.
- ◆ You can't spend action points.
- ◆ After every aware combatant has acted, the surprise round ends, and you can act normally in subsequent rounds.

AWARE

- ◆ You are taking part in a surprise round.
- ◆ You can take a standard action, a move action, or a minor action.
- ◆ You can take free actions.
- ◆ You can't spend action points.
- ◆ After every aware combatant has acted, the surprise round ends, and you can act normally in subsequent rounds.

AWARE

- ◆ You are taking part in a surprise round.
- ◆ You can take a standard action, a move action, or a minor action.
- ◆ You can take free actions.
- ◆ You can't spend action points.
- ◆ After every aware combatant has acted, the surprise round ends, and you can act normally in subsequent rounds.

AWARE

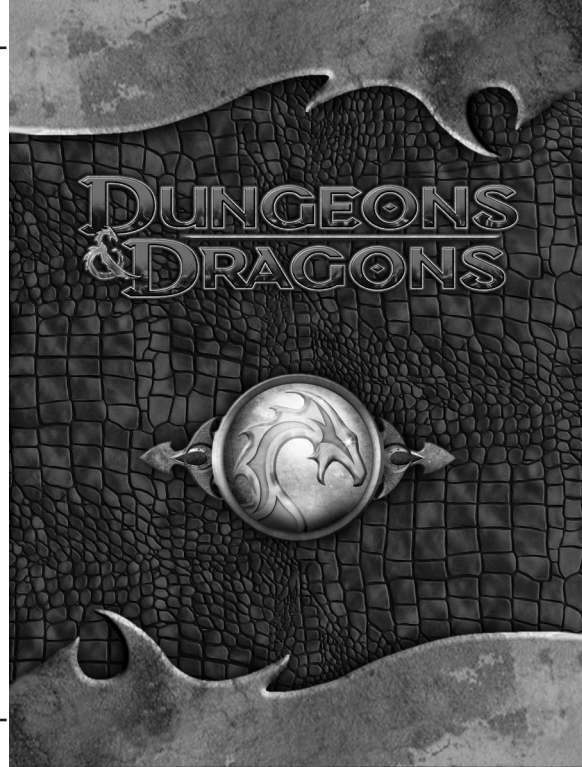
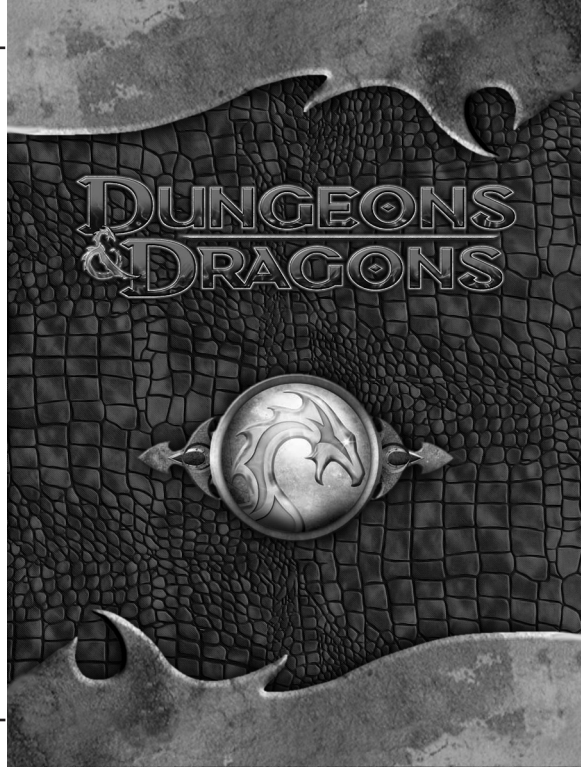
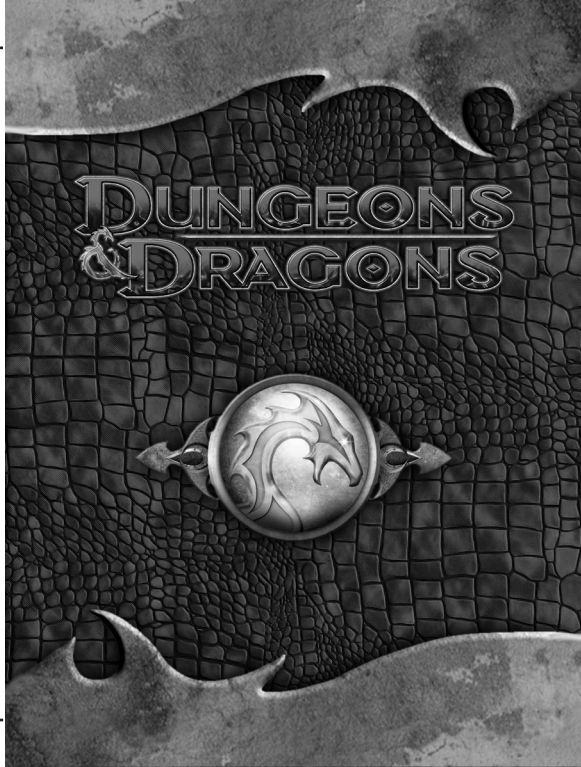
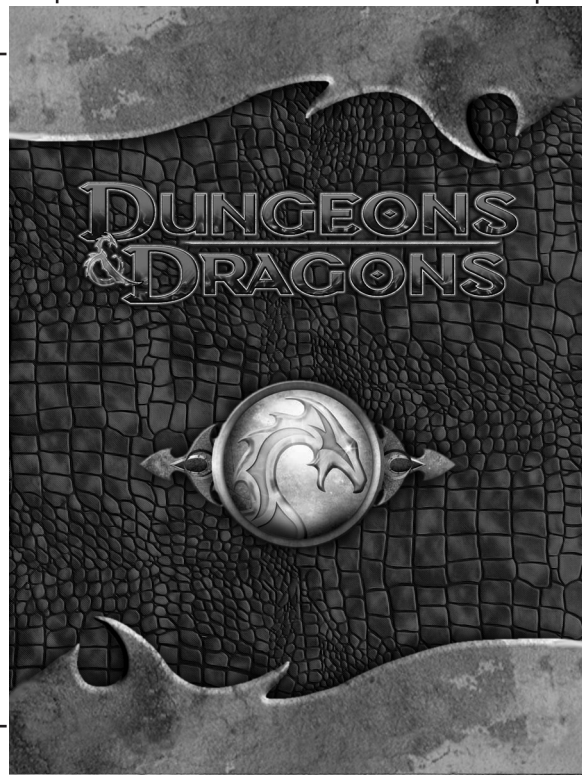
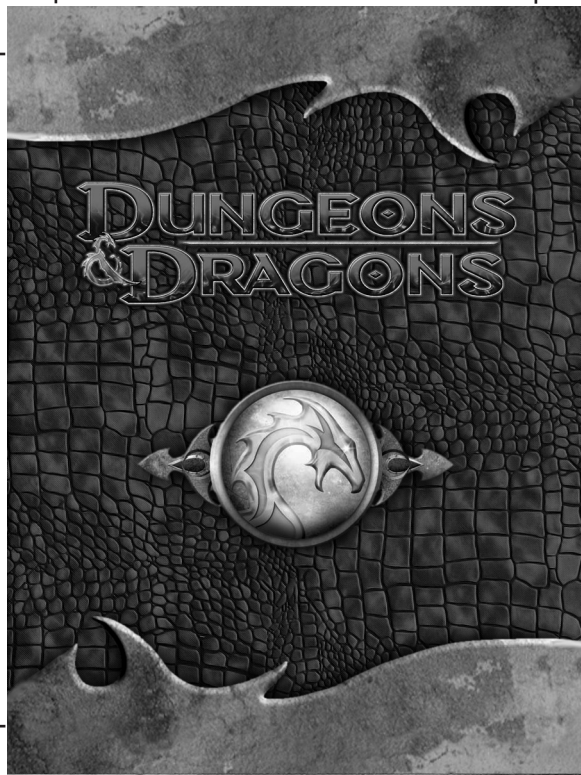
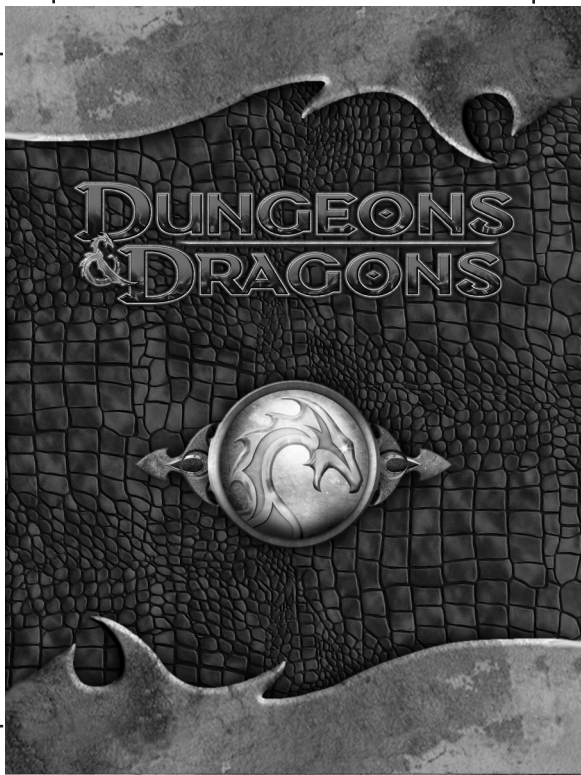
- ◆ You are taking part in a surprise round.
- ◆ You can take a standard action, a move action, or a minor action.
- ◆ You can take free actions.
- ◆ You can't spend action points.
- ◆ After every aware combatant has acted, the surprise round ends, and you can act normally in subsequent rounds.

AWARE

- ◆ You are taking part in a surprise round.
- ◆ You can take a standard action, a move action, or a minor action.
- ◆ You can take free actions.
- ◆ You can't spend action points.
- ◆ After every aware combatant has acted, the surprise round ends, and you can act normally in subsequent rounds.



AWARE

- ◆ You are taking part in a surprise round.
- ◆ You can take a standard action, a move action, or a minor action.
- ◆ You can take free actions.
- ◆ You can't spend action points.
- ◆ After every aware combatant has acted, the surprise round ends, and you can act normally in subsequent rounds.





BLINDED

- ◆ You can't see.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ Your targets have **Total Concealment** from you.
 - ◆ You take a -5 penalty to melee and ranged attack rolls.
- ◆ You take a -10 penalty to Perception checks.
- ◆ You can't flank.

- Save Ends End of Encounter
- Until End of  or Next Turn
- Until Start of  or Next Turn



BLINDED

- ◆ You can't see.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ Your targets have **Total Concealment** from you.
 - ◆ You take a -5 penalty to melee and ranged attack rolls.
- ◆ You take a -10 penalty to Perception checks.
- ◆ You can't flank.

- Save Ends End of Encounter
- Until End of  or Next Turn
- Until Start of  or Next Turn



BLINDED

- ◆ You can't see.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ Your targets have **Total Concealment** from you.
 - ◆ You take a -5 penalty to melee and ranged attack rolls.
- ◆ You take a -10 penalty to Perception checks.
- ◆ You can't flank.

- Save Ends End of Encounter
- Until End of  or Next Turn
- Until Start of  or Next Turn



BLINDED

- ◆ You can't see.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ Your targets have **Total Concealment** from you.
 - ◆ You take a -5 penalty to melee and ranged attack rolls.
- ◆ You take a -10 penalty to Perception checks.
- ◆ You can't flank.

- Save Ends End of Encounter
- Until End of  or Next Turn
- Until Start of  or Next Turn



BLINDED

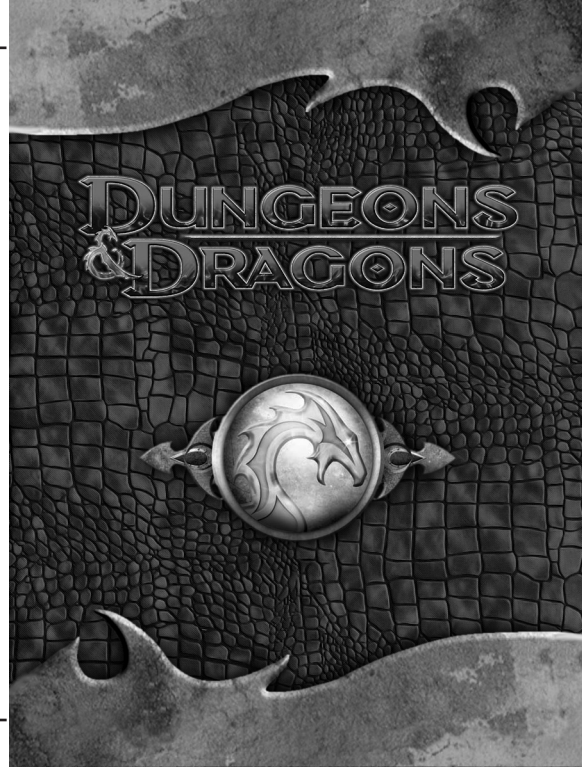
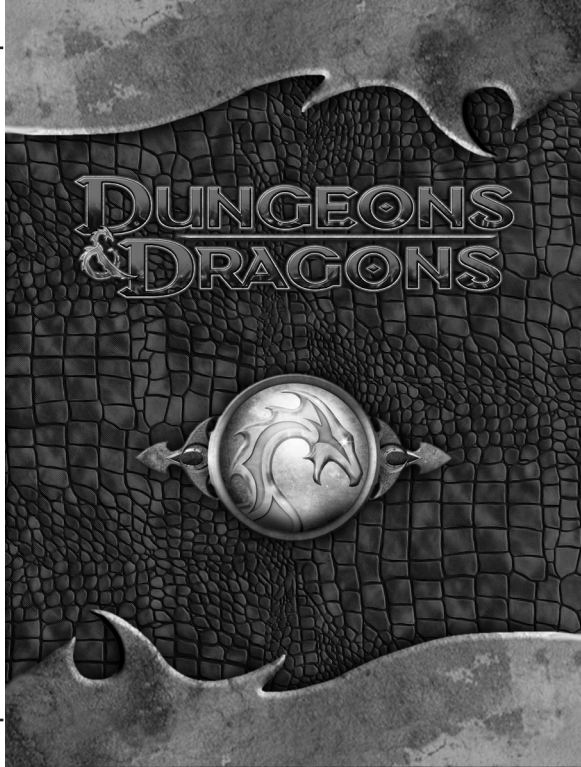
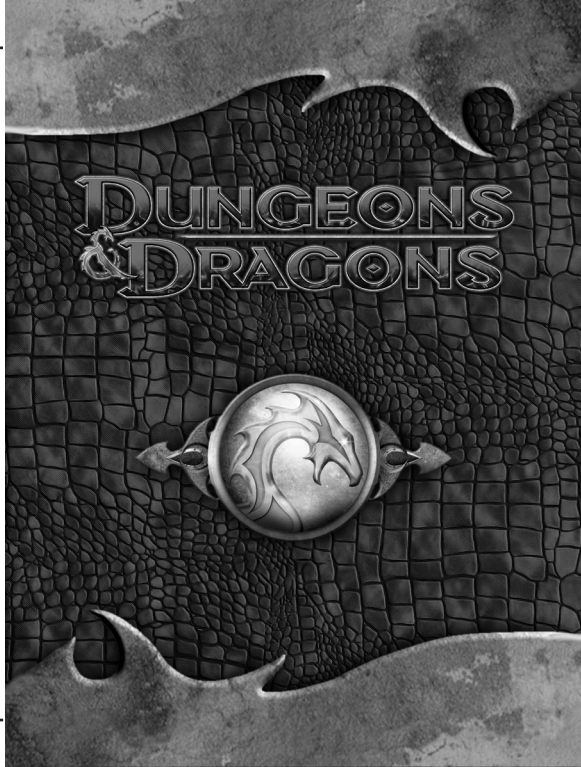
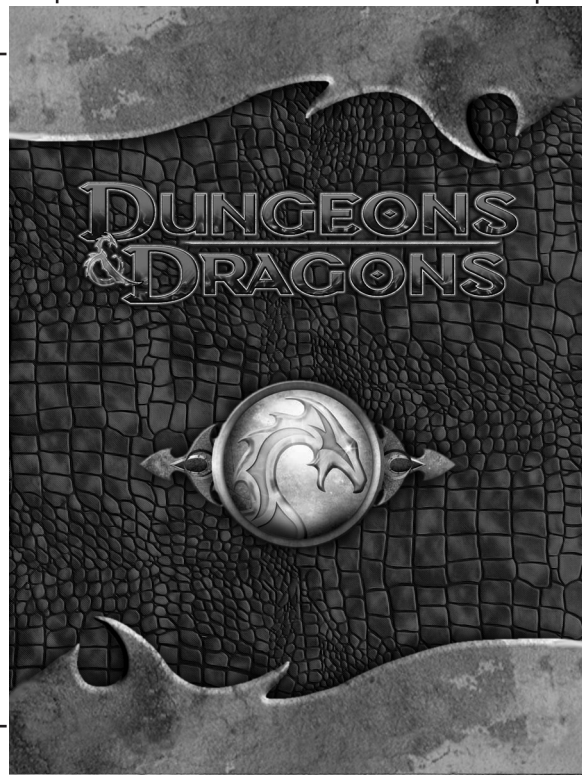
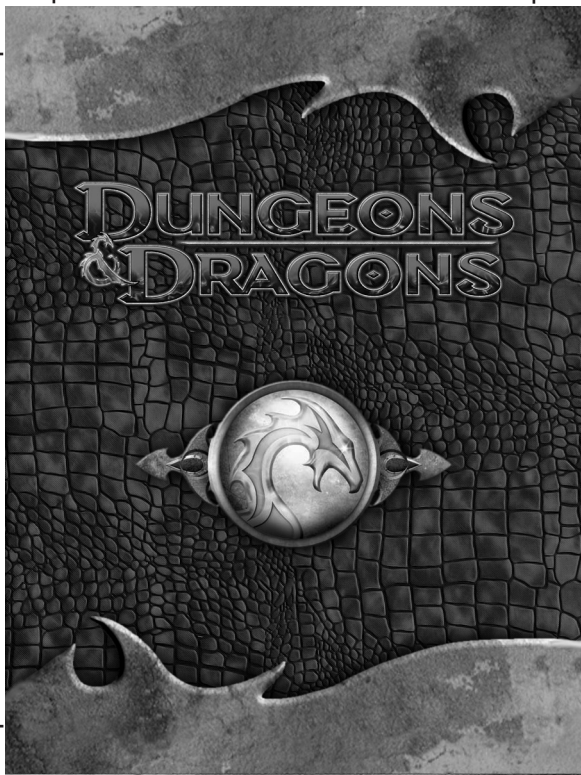
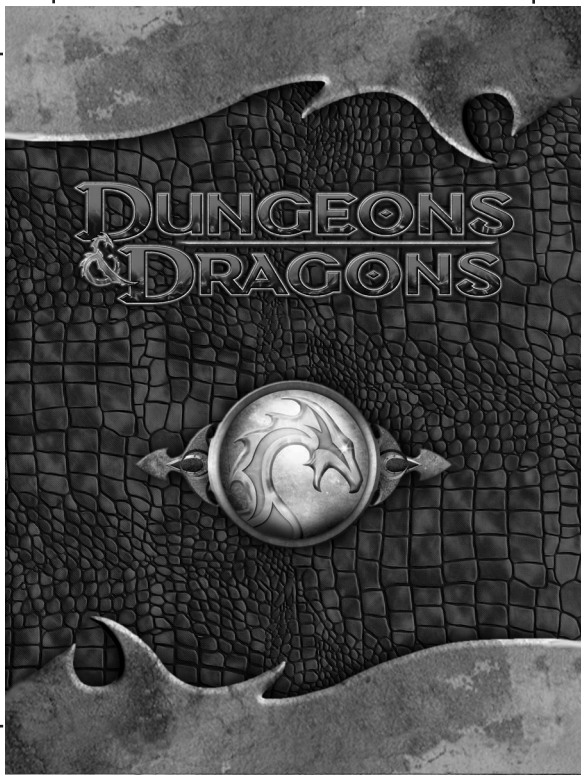
- ◆ You can't see.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ Your targets have **Total Concealment** from you.
 - ◆ You take a -5 penalty to melee and ranged attack rolls.
- ◆ You take a -10 penalty to Perception checks.
- ◆ You can't flank.

- Save Ends End of Encounter
- Until End of  or Next Turn
- Until Start of  or Next Turn

BLINDED

- ◆ You can't see.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ Your targets have **Total Concealment** from you.
 - ◆ You take a -5 penalty to melee and ranged attack rolls.
- ◆ You take a -10 penalty to Perception checks.
- ◆ You can't flank.

- Save Ends End of Encounter
- Until End of  or Next Turn
- Until Start of  or Next Turn



BLOODIED

◆ You are at half, or under half, your total hit points.

BLOODIED

◆ You are at half, or under half, your total hit points.

BLOODIED

◆ You are at half, or under half, your total hit points.

BLOODIED

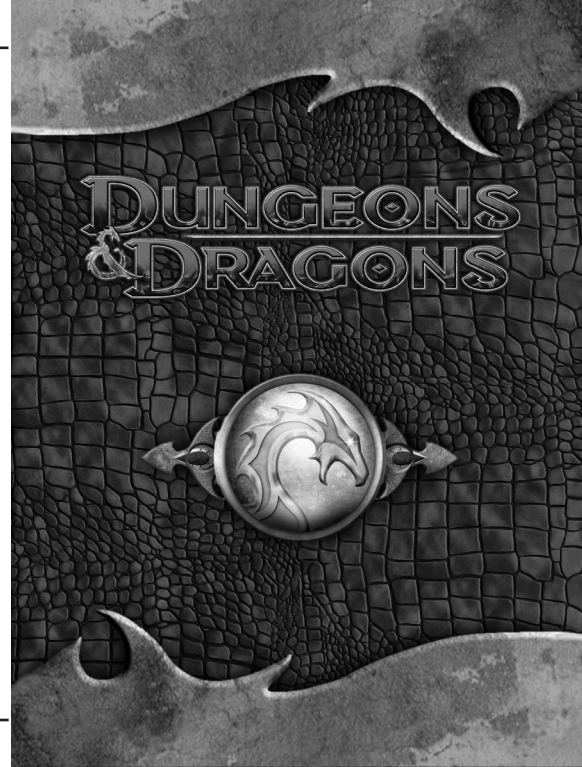
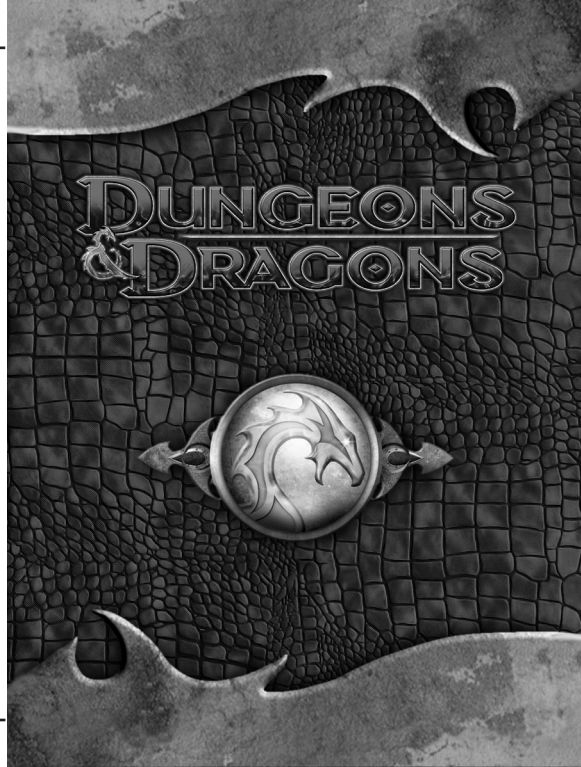
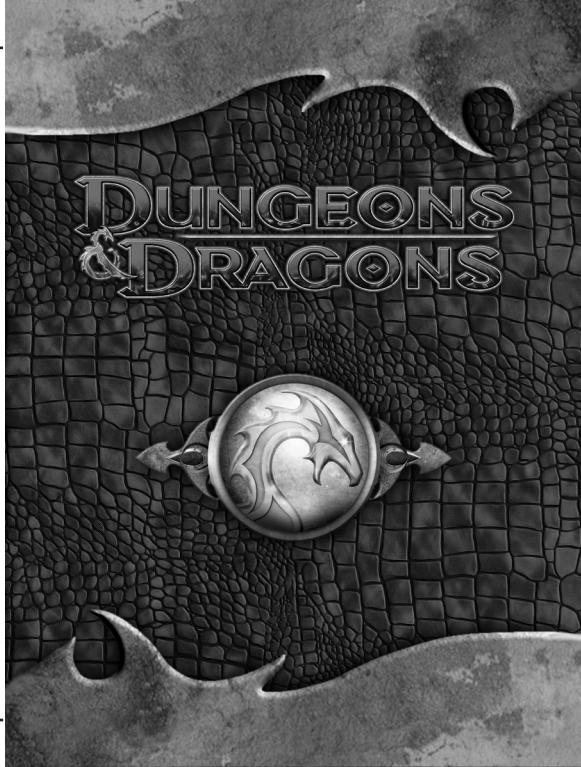
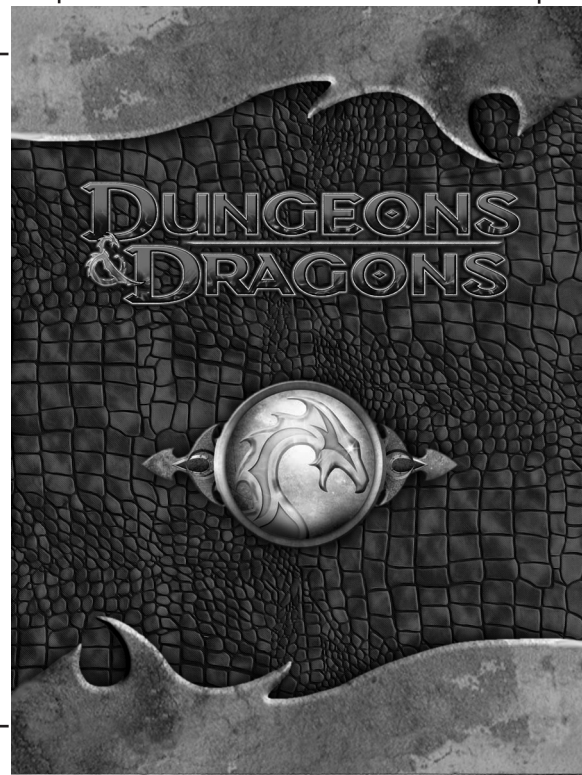
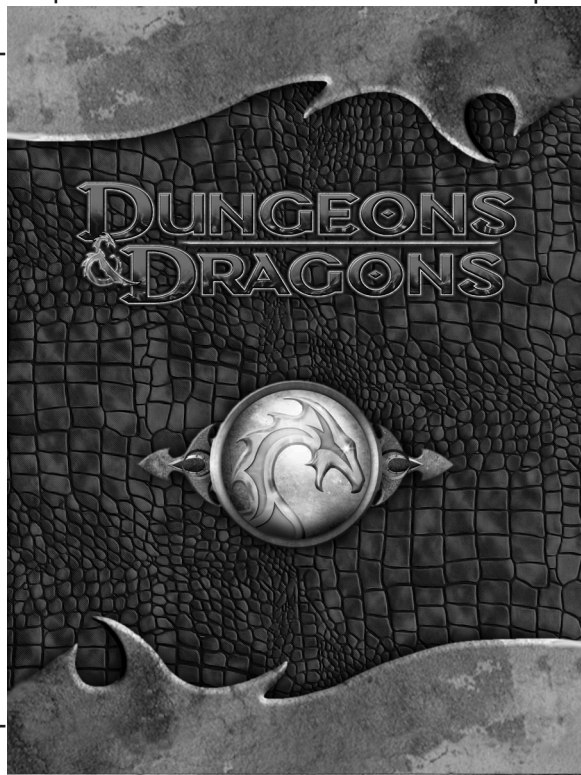
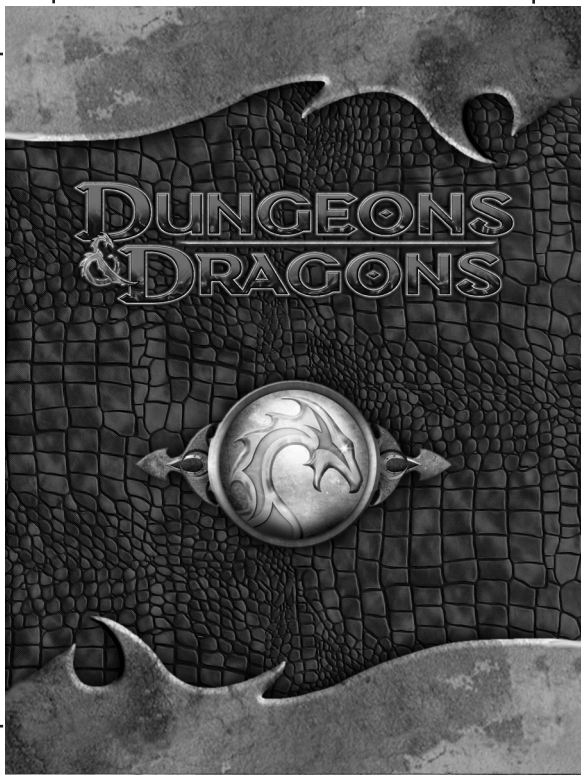
◆ You are at half, or under half, your total hit points.

BLOODIED

◆ You are at half, or under half, your total hit points.





BLOODIED

◆ You are at half, or under half, your total hit points.







COMBAT ADVANTAGE

◆ Attackers gain a +2 bonus to attack rolls made against you.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





COMBAT ADVANTAGE

◆ Attackers gain a +2 bonus to attack rolls made against you.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





COMBAT ADVANTAGE

◆ Attackers gain a +2 bonus to attack rolls made against you.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





COMBAT ADVANTAGE

◆ Attackers gain a +2 bonus to attack rolls made against you.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





COMBAT ADVANTAGE

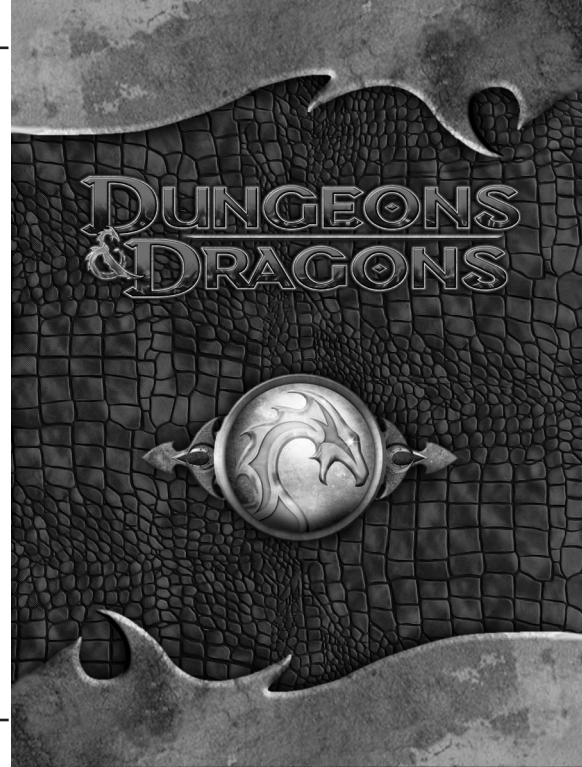
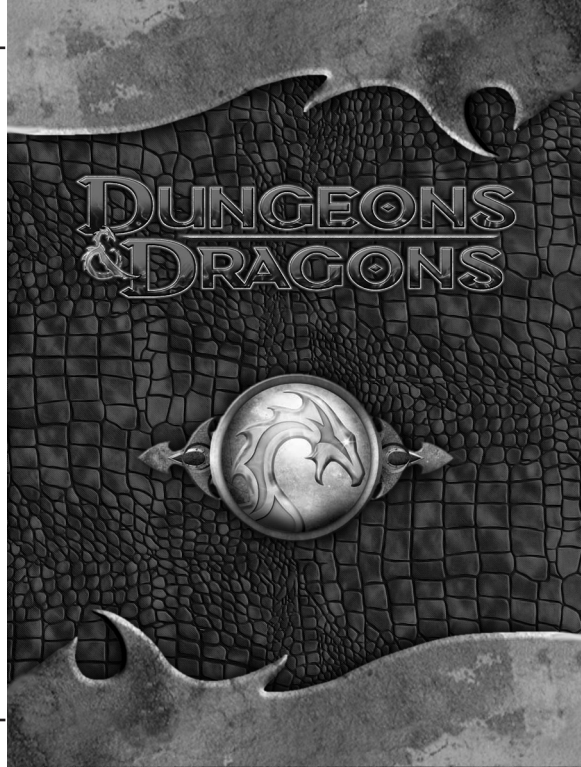
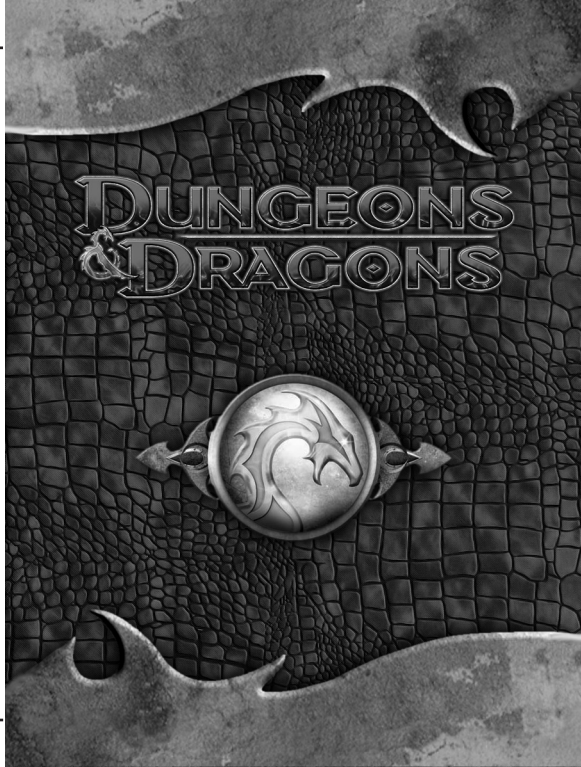
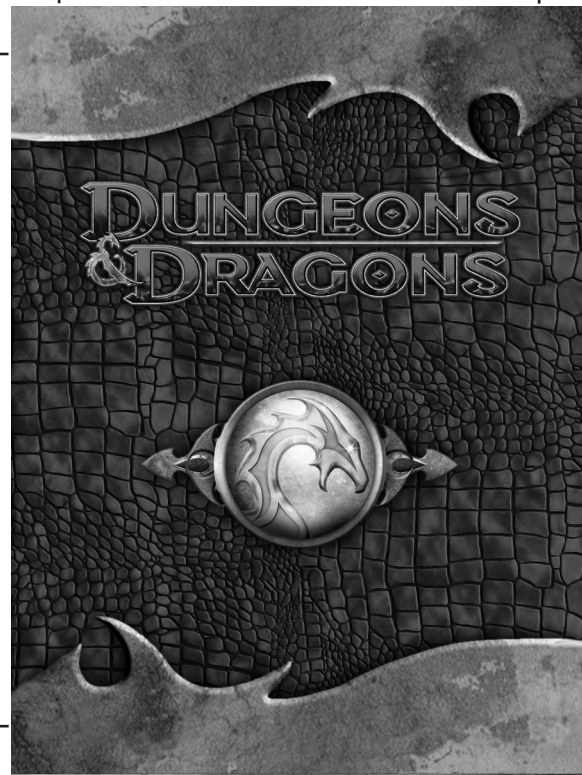
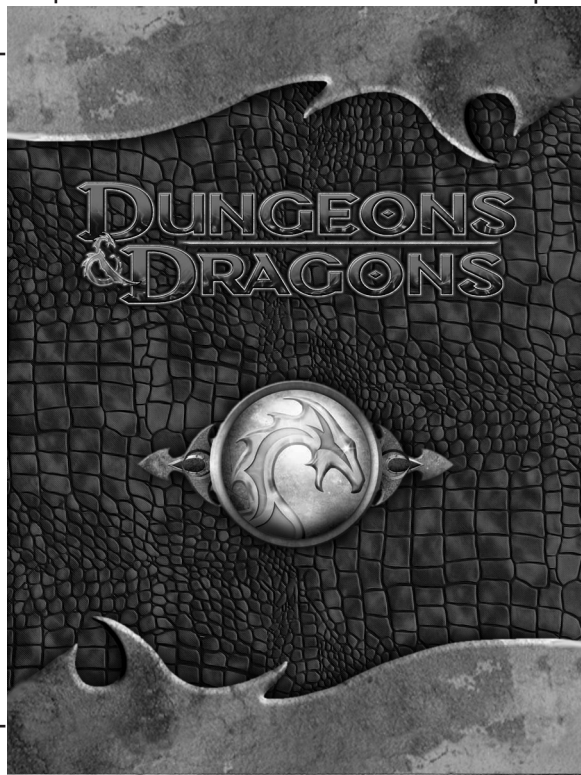
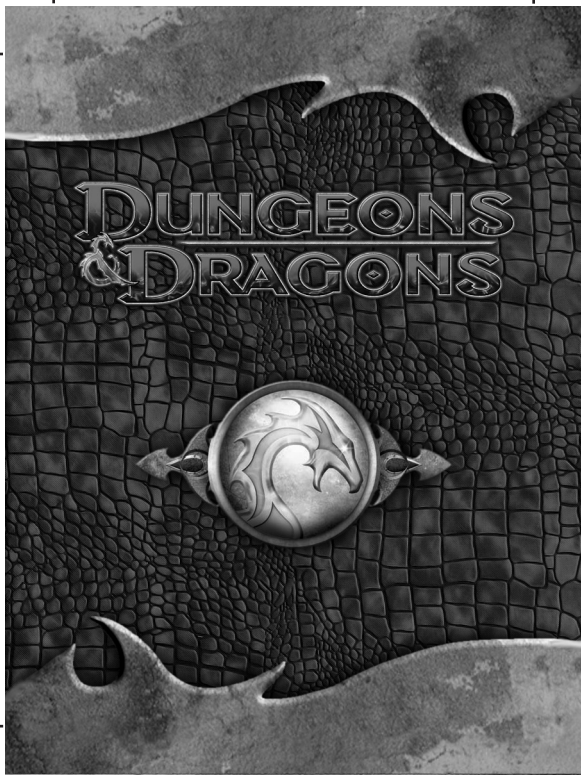
◆ Attackers gain a +2 bonus to attack rolls made against you.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn

COMBAT ADVANTAGE

◆ Attackers gain a +2 bonus to attack rolls made against you.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn



CONCEALMENT

- ◆ **Partial Concealment:** Creatures take a -2 penalty to attack rolls against you.
- ◆ **Total Concealment:** Creatures take a -5 penalty to attack rolls against you.
- ◆ **Melee and Ranged Attacks Only:** Attack penalties from concealment apply only to the targets of melee or ranged attacks.

CONCEALMENT

- ◆ **Partial Concealment:** Creatures take a -2 penalty to attack rolls against you.
- ◆ **Total Concealment:** Creatures take a -5 penalty to attack rolls against you.
- ◆ **Melee and Ranged Attacks Only:** Attack penalties from concealment apply only to the targets of melee or ranged attacks.

CONCEALMENT

- ◆ **Partial Concealment:** Creatures take a -2 penalty to attack rolls against you.
- ◆ **Total Concealment:** Creatures take a -5 penalty to attack rolls against you.
- ◆ **Melee and Ranged Attacks Only:** Attack penalties from concealment apply only to the targets of melee or ranged attacks.

CONCEALMENT

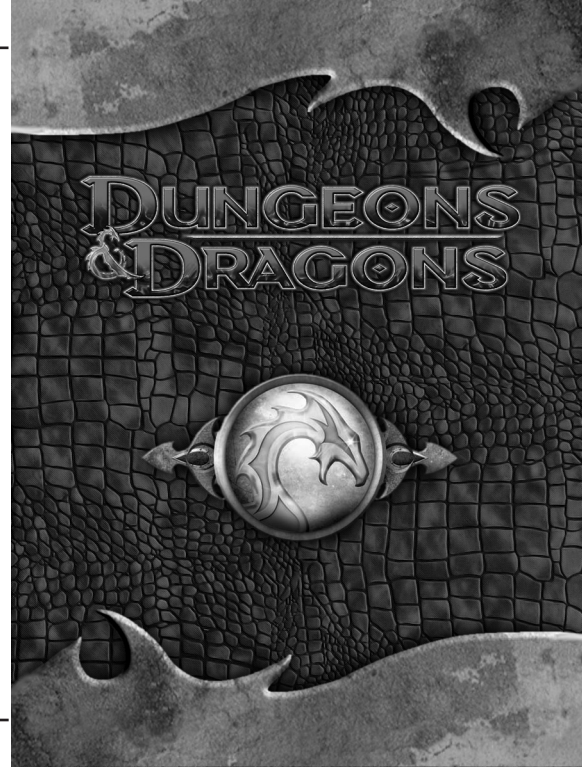
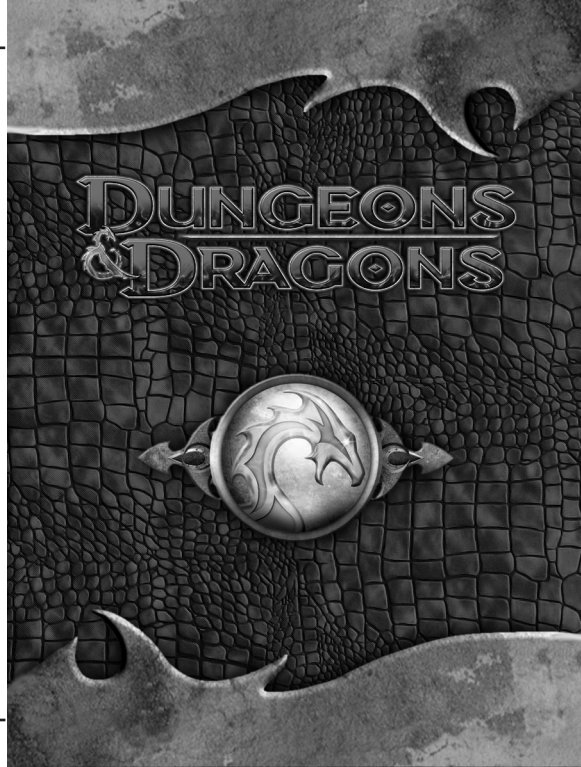
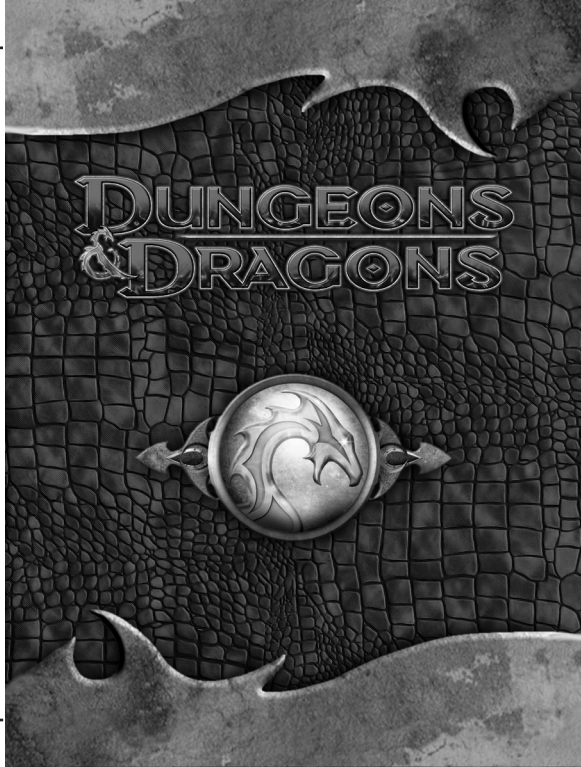
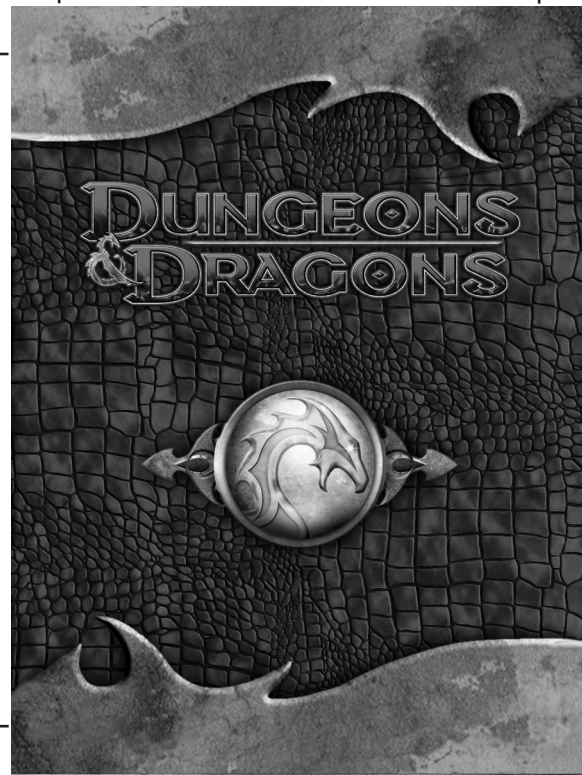
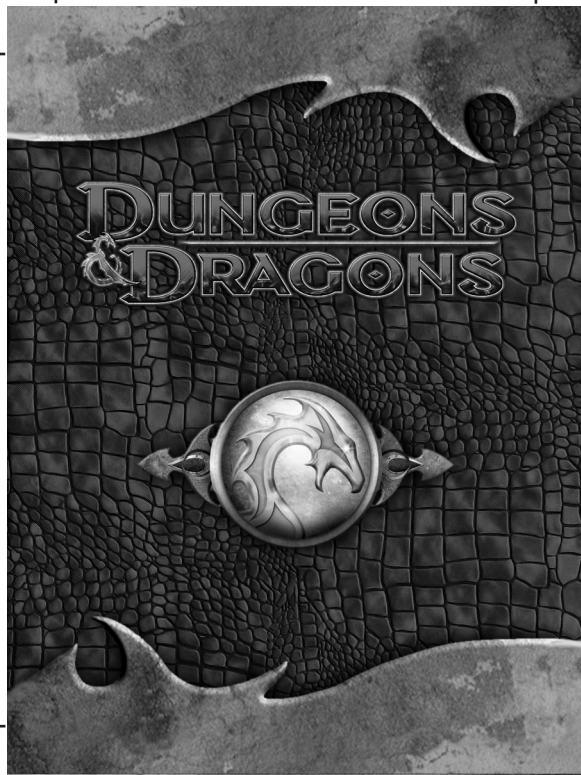
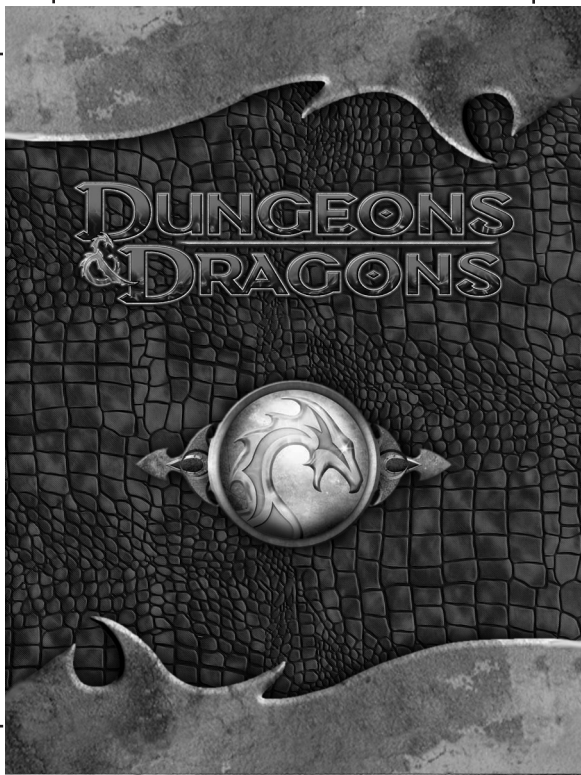
- ◆ **Partial Concealment:** Creatures take a -2 penalty to attack rolls against you.
- ◆ **Total Concealment:** Creatures take a -5 penalty to attack rolls against you.
- ◆ **Melee and Ranged Attacks Only:** Attack penalties from concealment apply only to the targets of melee or ranged attacks.

CONCEALMENT

- ◆ **Partial Concealment:** Creatures take a -2 penalty to attack rolls against you.
- ◆ **Total Concealment:** Creatures take a -5 penalty to attack rolls against you.
- ◆ **Melee and Ranged Attacks Only:** Attack penalties from concealment apply only to the targets of melee or ranged attacks.

CONCEALMENT

- ◆ **Partial Concealment:** Creatures take a -2 penalty to attack rolls against you.
- ◆ **Total Concealment:** Creatures take a -5 penalty to attack rolls against you.
- ◆ **Melee and Ranged Attacks Only:** Attack penalties from concealment apply only to the targets of melee or ranged attacks.



COVER

- ◆ **Partial Cover:** Creatures take a -2 penalty to attack rolls against you.
- ◆ **Superior Cover:** Creatures take a -5 penalty to attack rolls against you.
- ◆ **Area and Close Attacks:** You have cover if there is an obstruction between you and the origin square, not between you and the target.
- ◆ **Reach:** If a creature with reach attacks you through terrain that would grant cover if you were in it, you have cover.
- ◆ **Creatures:** If allies are in the path of ranged attacks, you have partial cover. Your allies never grant cover to your enemies, and neither allies nor enemies grant cover against melee, close, or area attacks.

COVER

- ◆ **Partial Cover:** Creatures take a -2 penalty to attack rolls against you.
- ◆ **Superior Cover:** Creatures take a -5 penalty to attack rolls against you.
- ◆ **Area and Close Attacks:** You have cover if there is an obstruction between you and the origin square, not between you and the target.
- ◆ **Reach:** If a creature with reach attacks you through terrain that would grant cover if you were in it, you have cover.
- ◆ **Creatures:** If allies are in the path of ranged attacks, you have partial cover. Your allies never grant cover to your enemies, and neither allies nor enemies grant cover against melee, close, or area attacks.

COVER

- ◆ **Partial Cover:** Creatures take a -2 penalty to attack rolls against you.
- ◆ **Superior Cover:** Creatures take a -5 penalty to attack rolls against you.
- ◆ **Area and Close Attacks:** You have cover if there is an obstruction between you and the origin square, not between you and the target.
- ◆ **Reach:** If a creature with reach attacks you through terrain that would grant cover if you were in it, you have cover.
- ◆ **Creatures:** If allies are in the path of ranged attacks, you have partial cover. Your allies never grant cover to your enemies, and neither allies nor enemies grant cover against melee, close, or area attacks.

COVER

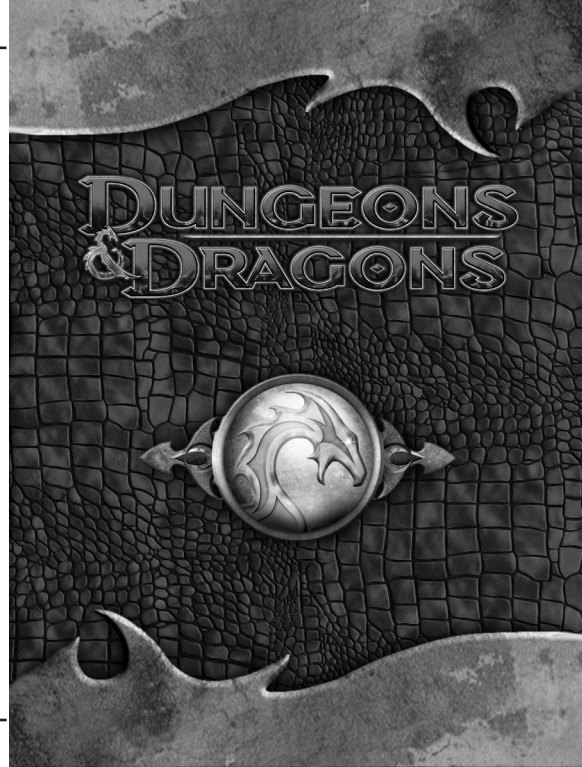
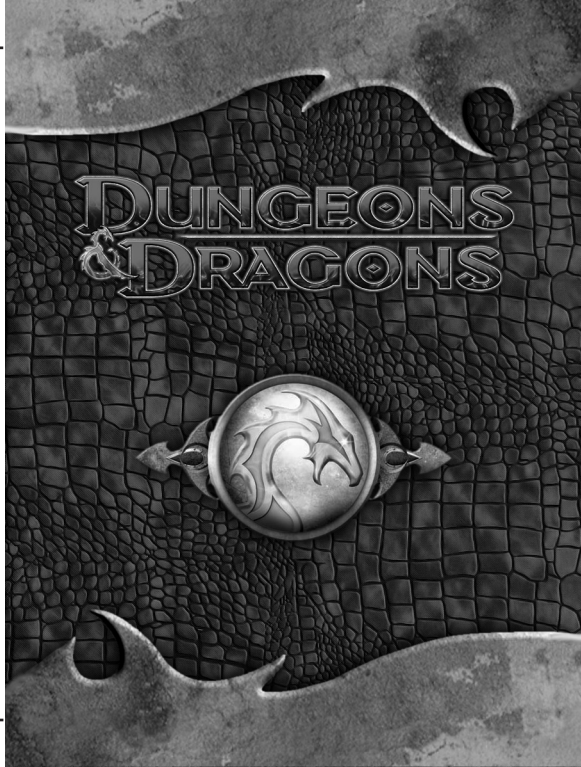
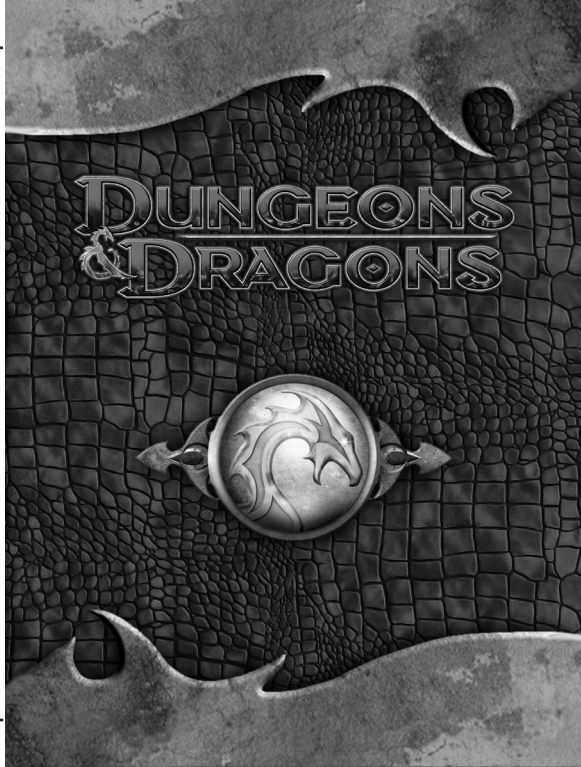
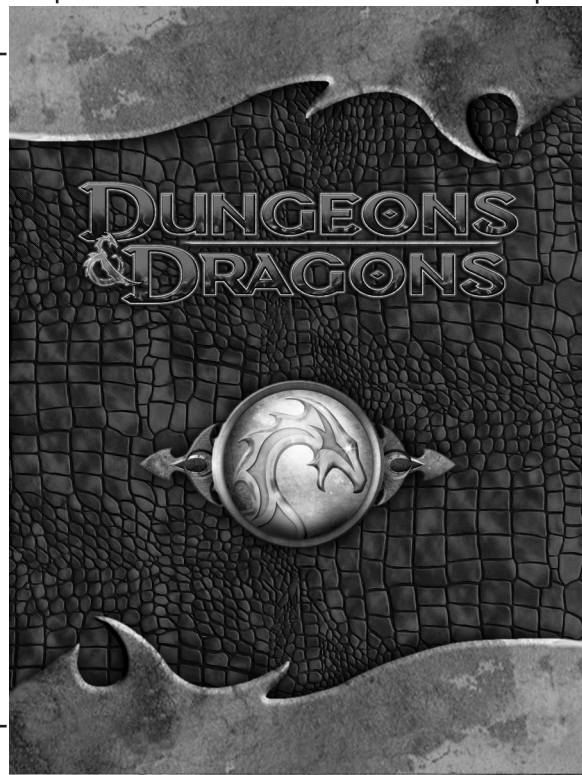
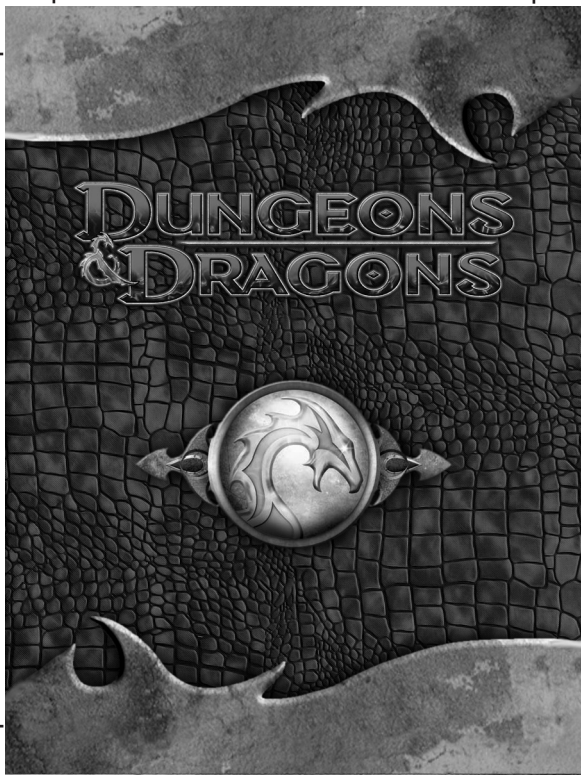
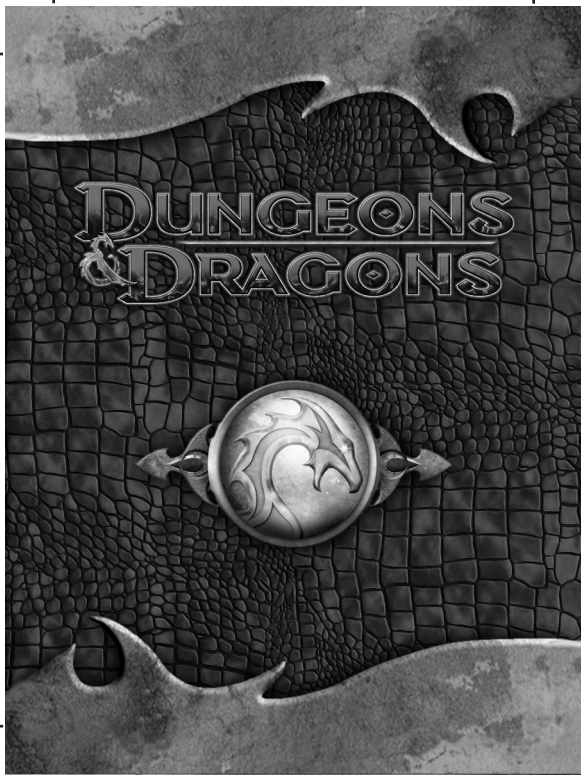
- ◆ **Partial Cover:** Creatures take a -2 penalty to attack rolls against you.
- ◆ **Superior Cover:** Creatures take a -5 penalty to attack rolls against you.
- ◆ **Area and Close Attacks:** You have cover if there is an obstruction between you and the origin square, not between you and the target.
- ◆ **Reach:** If a creature with reach attacks you through terrain that would grant cover if you were in it, you have cover.
- ◆ **Creatures:** If allies are in the path of ranged attacks, you have partial cover. Your allies never grant cover to your enemies, and neither allies nor enemies grant cover against melee, close, or area attacks.

COVER

- ◆ **Partial Cover:** Creatures take a -2 penalty to attack rolls against you.
- ◆ **Superior Cover:** Creatures take a -5 penalty to attack rolls against you.
- ◆ **Area and Close Attacks:** You have cover if there is an obstruction between you and the origin square, not between you and the target.
- ◆ **Reach:** If a creature with reach attacks you through terrain that would grant cover if you were in it, you have cover.
- ◆ **Creatures:** If allies are in the path of ranged attacks, you have partial cover. Your allies never grant cover to your enemies, and neither allies nor enemies grant cover against melee, close, or area attacks.





COVER

- ◆ **Partial Cover:** Creatures take a -2 penalty to attack rolls against you.
- ◆ **Superior Cover:** Creatures take a -5 penalty to attack rolls against you.
- ◆ **Area and Close Attacks:** You have cover if there is an obstruction between you and the origin square, not between you and the target.
- ◆ **Reach:** If a creature with reach attacks you through terrain that would grant cover if you were in it, you have cover.
- ◆ **Creatures:** If allies are in the path of ranged attacks, you have partial cover. Your allies never grant cover to your enemies, and neither allies nor enemies grant cover against melee, close, or area attacks.







DAZED

- ◆ You can take either a standard, a move, or a minor action on your turn.
- ◆ You can take free actions.
- ◆ You can't take immediate actions or opportunity actions.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ You can't flank.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





DAZED

- ◆ You can take either a standard, a move, or a minor action on your turn.
- ◆ You can take free actions.
- ◆ You can't take immediate actions or opportunity actions.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ You can't flank.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





DAZED

- ◆ You can take either a standard, a move, or a minor action on your turn.
- ◆ You can take free actions.
- ◆ You can't take immediate actions or opportunity actions.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ You can't flank.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





DAZED

- ◆ You can take either a standard, a move, or a minor action on your turn.
- ◆ You can take free actions.
- ◆ You can't take immediate actions or opportunity actions.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ You can't flank.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





DAZED

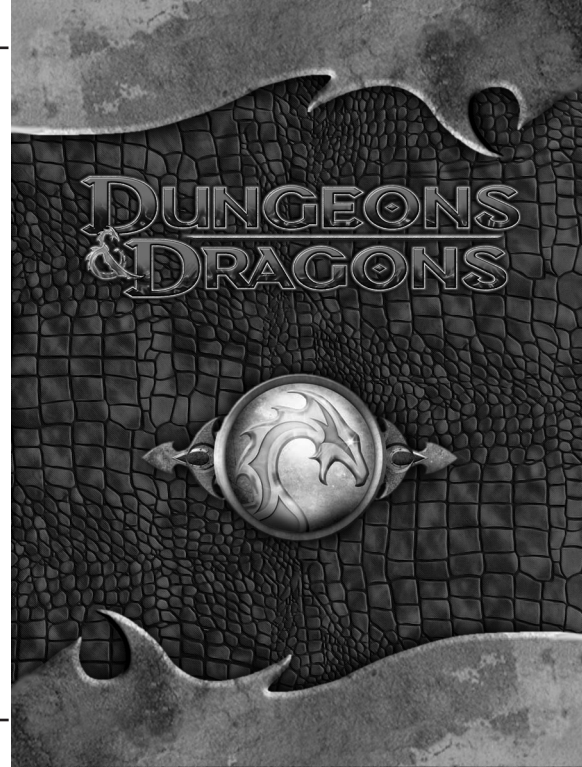
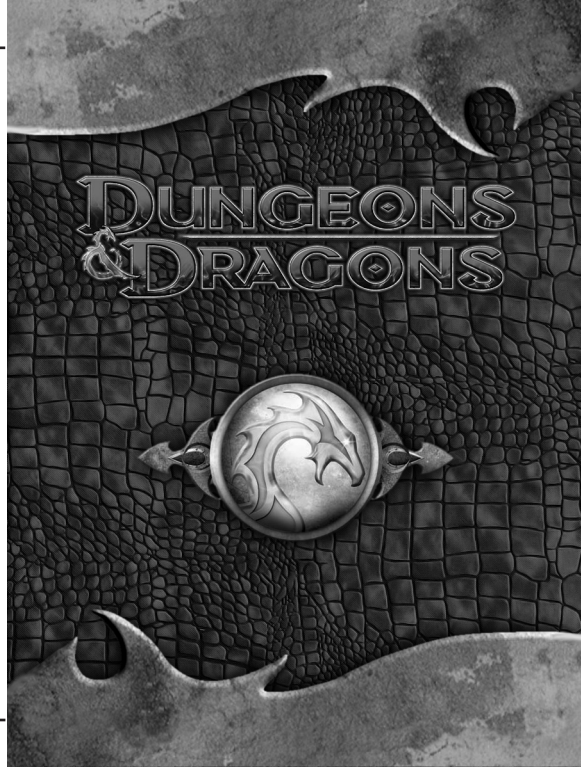
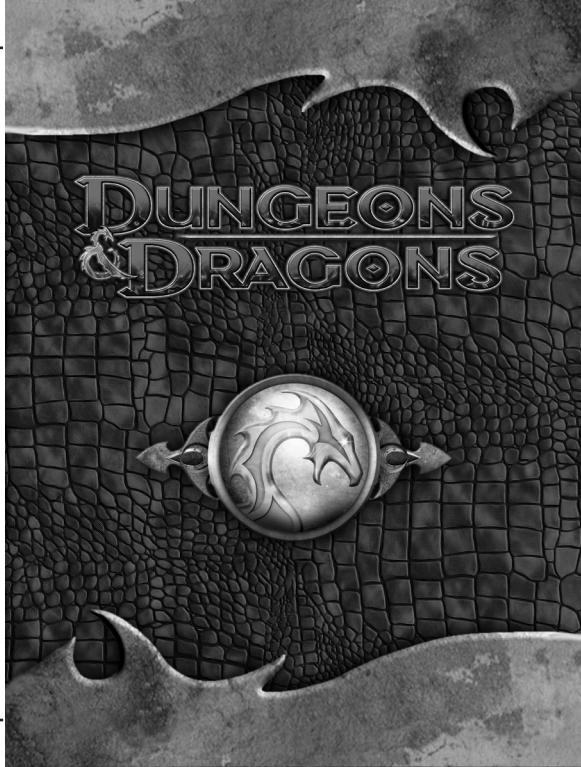
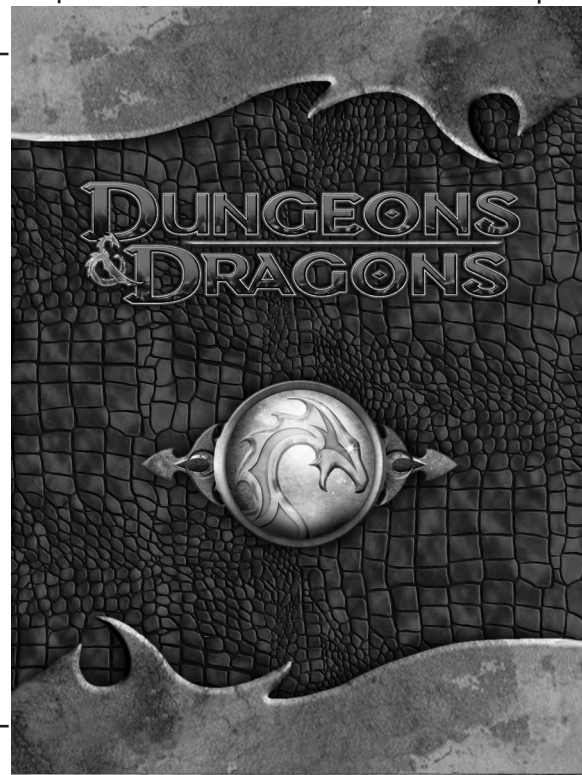
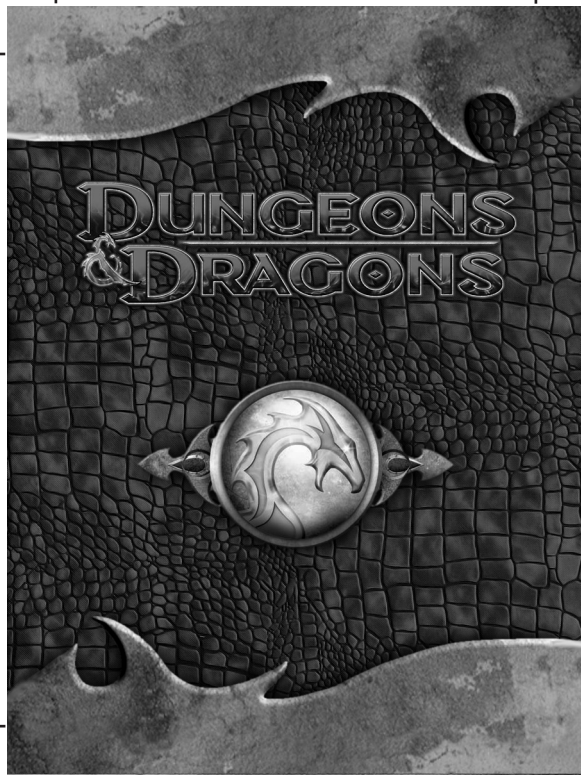
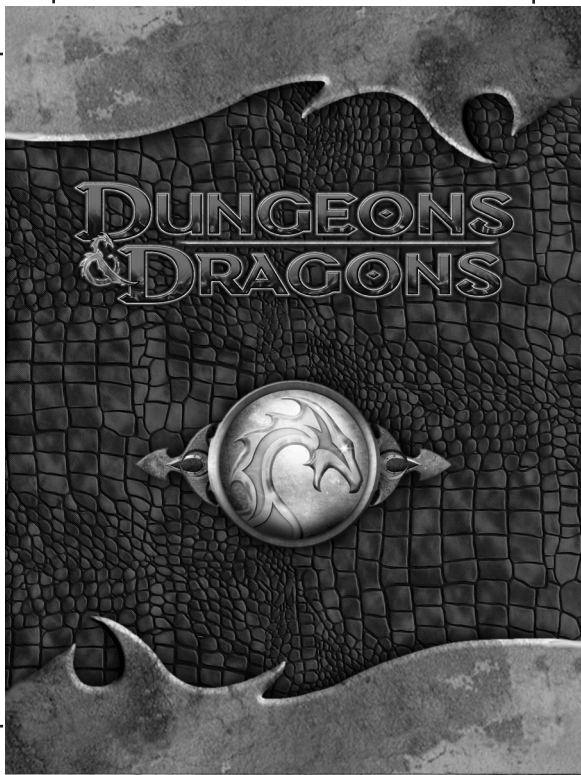
- ◆ You can take either a standard, a move, or a minor action on your turn.
- ◆ You can take free actions.
- ◆ You can't take immediate actions or opportunity actions.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ You can't flank.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn

DAZED




- ◆ You can take either a standard, a move, or a minor action on your turn.
- ◆ You can take free actions.
- ◆ You can't take immediate actions or opportunity actions.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ You can't flank.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn







DEAFENED

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

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





DEAFENED

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

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





DEAFENED

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

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





DEAFENED

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

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





DEAFENED

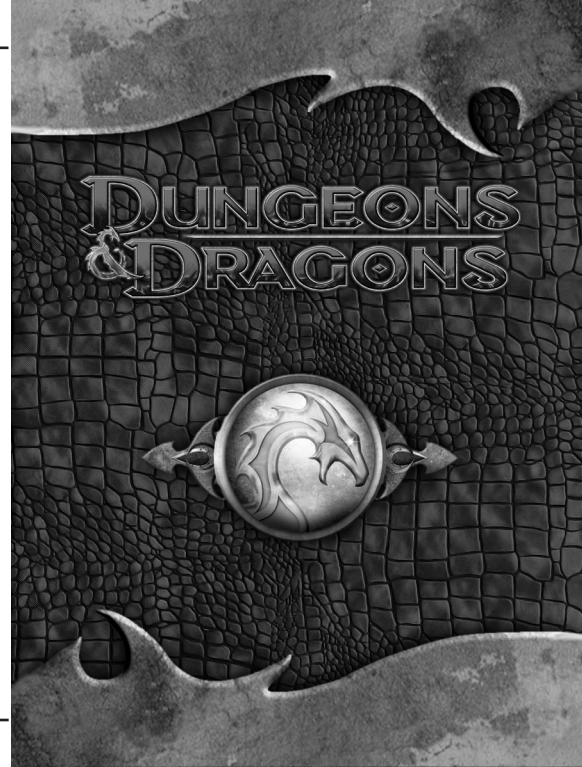
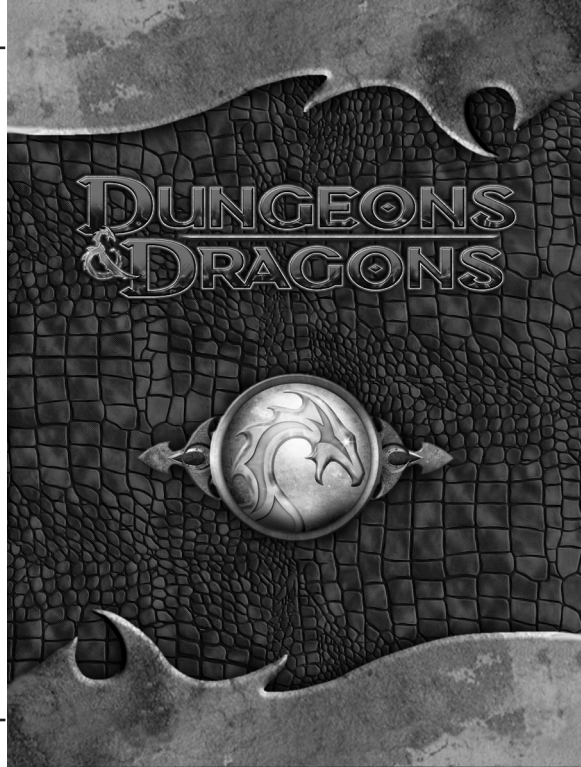
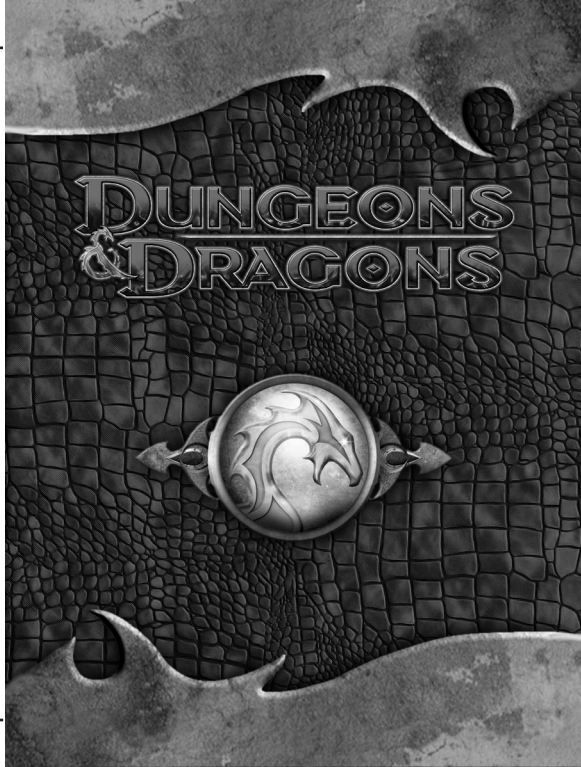
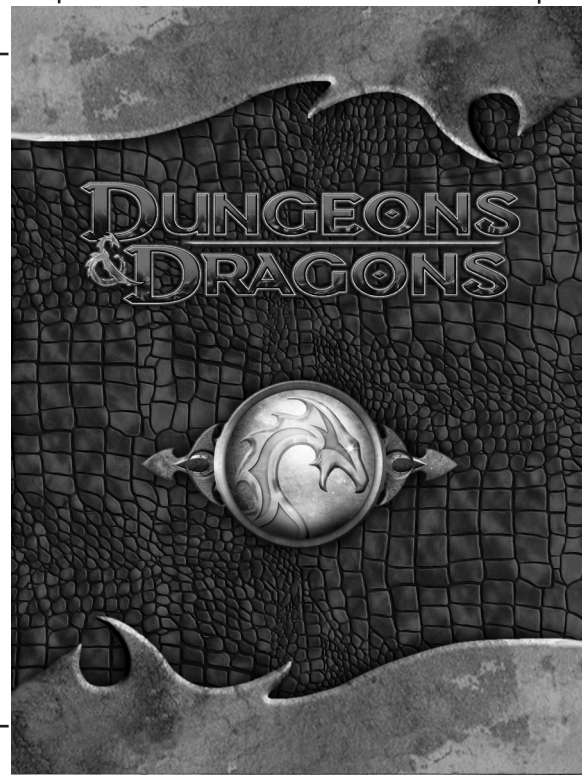
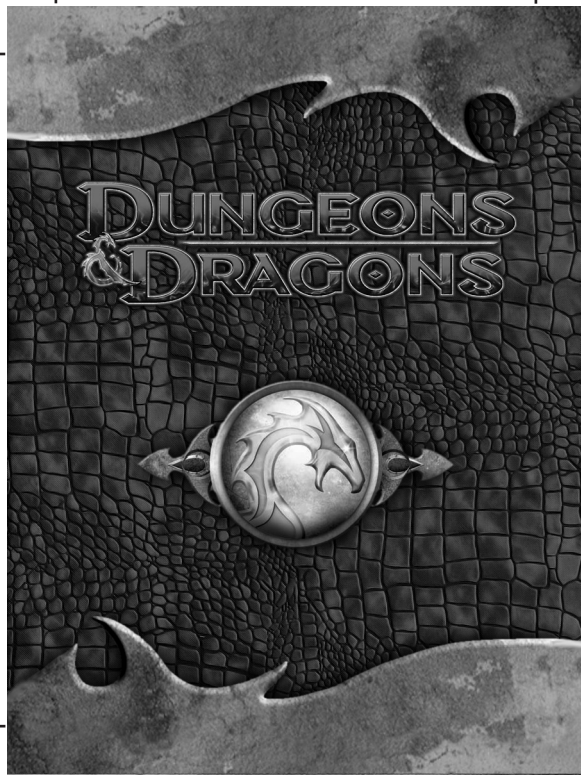
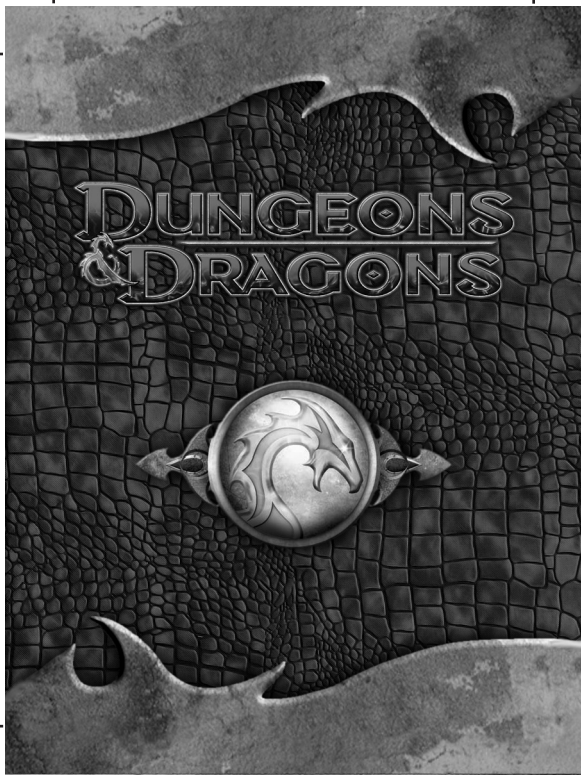
- ◆ You can't hear.
- ◆ You take a -10 penalty to Perception checks.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn

DEAFENED

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

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn



DELAY

- ◆ You can't delay if you've taken an action, are unable to take actions, or are dazed.
- ◆ When you delay, end effects that last until the start of your turn and effects that last until the end of your turn that are beneficial to you or your allies.
- ◆ When you reenter combat, adjust your initiative to your new position in the order.
- ◆ After you take your actions, end effects that last until the end of your turn that are harmful to you.
- ◆ You make saving throws at the end of your new initiative position.
- ◆ You can't sustain a power if you delay.

DELAY

- ◆ You can't delay if you've taken an action, are unable to take actions, or are dazed.
- ◆ When you delay, end effects that last until the start of your turn and effects that last until the end of your turn that are beneficial to you or your allies.
- ◆ When you reenter combat, adjust your initiative to your new position in the order.
- ◆ After you take your actions, end effects that last until the end of your turn that are harmful to you.
- ◆ You make saving throws at the end of your new initiative position.
- ◆ You can't sustain a power if you delay.

DELAY

- ◆ You can't delay if you've taken an action, are unable to take actions, or are dazed.
- ◆ When you delay, end effects that last until the start of your turn and effects that last until the end of your turn that are beneficial to you or your allies.
- ◆ When you reenter combat, adjust your initiative to your new position in the order.
- ◆ After you take your actions, end effects that last until the end of your turn that are harmful to you.
- ◆ You make saving throws at the end of your new initiative position.
- ◆ You can't sustain a power if you delay.

DELAY

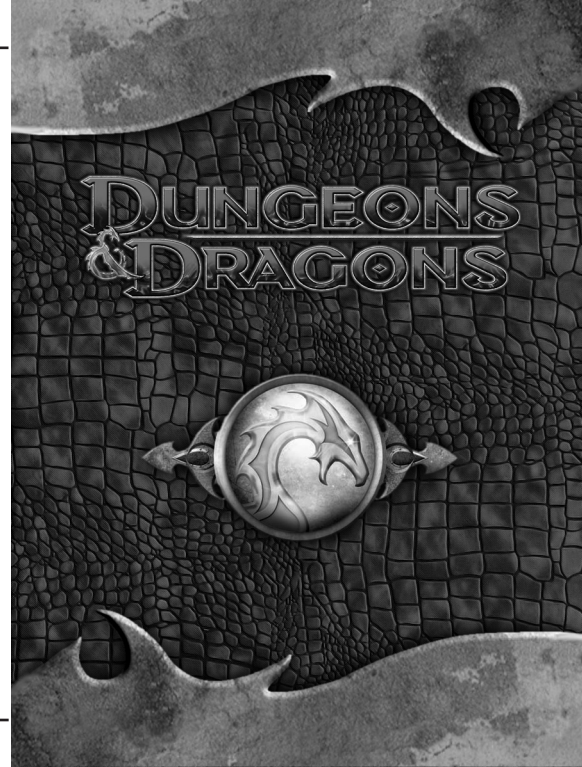
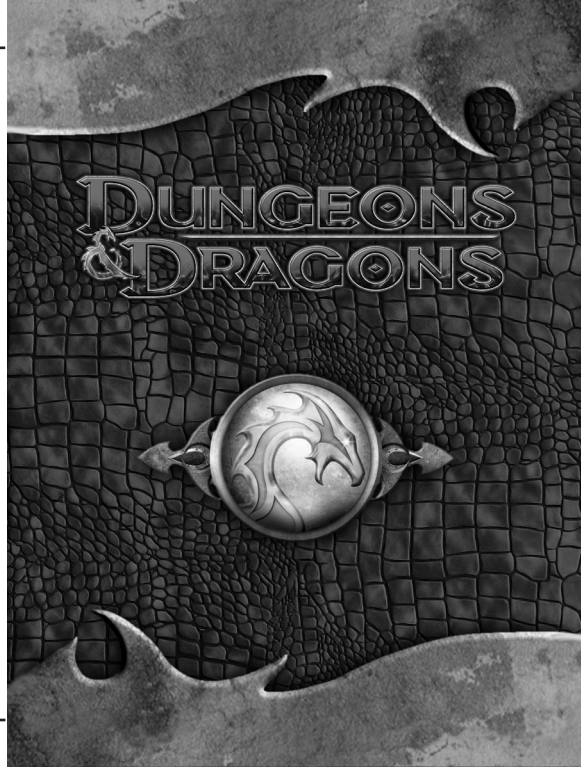
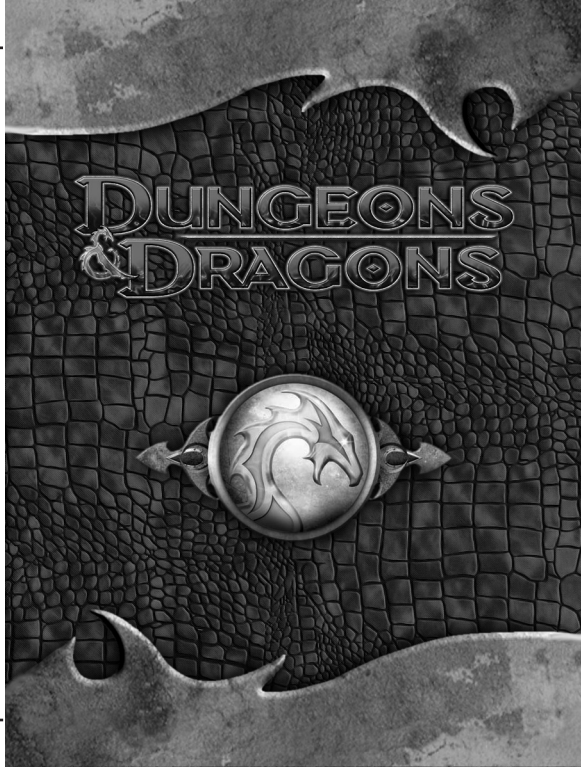
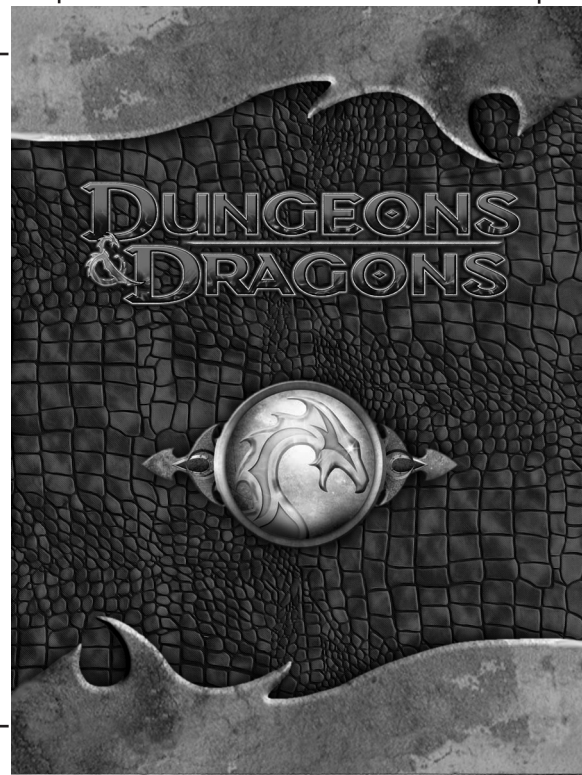
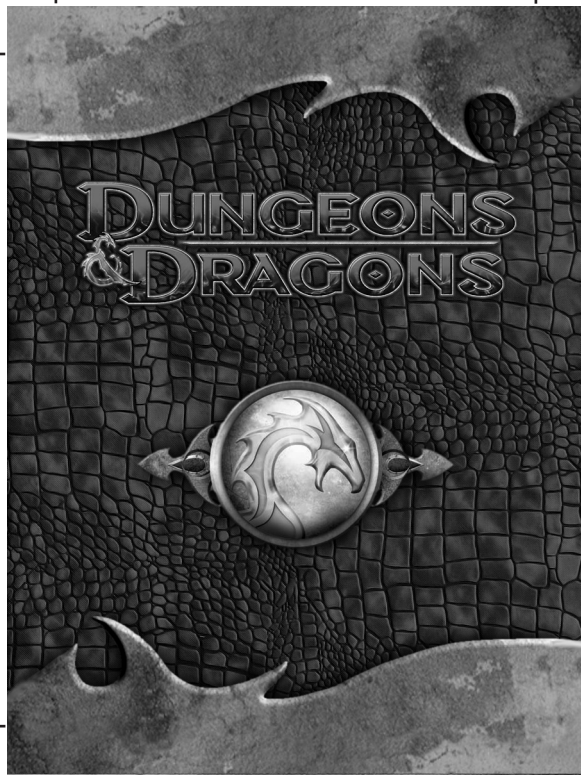
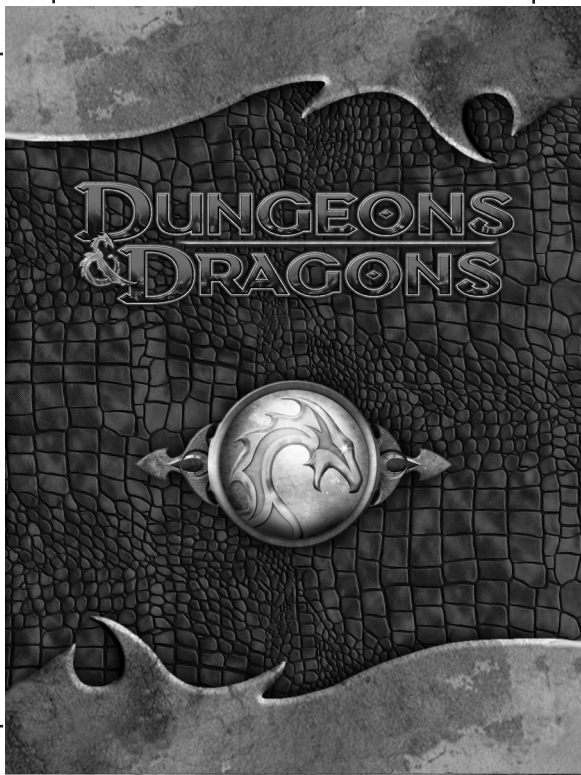
- ◆ You can't delay if you've taken an action, are unable to take actions, or are dazed.
- ◆ When you delay, end effects that last until the start of your turn and effects that last until the end of your turn that are beneficial to you or your allies.
- ◆ When you reenter combat, adjust your initiative to your new position in the order.
- ◆ After you take your actions, end effects that last until the end of your turn that are harmful to you.
- ◆ You make saving throws at the end of your new initiative position.
- ◆ You can't sustain a power if you delay.

DELAY

- ◆ You can't delay if you've taken an action, are unable to take actions, or are dazed.
- ◆ When you delay, end effects that last until the start of your turn and effects that last until the end of your turn that are beneficial to you or your allies.
- ◆ When you reenter combat, adjust your initiative to your new position in the order.
- ◆ After you take your actions, end effects that last until the end of your turn that are harmful to you.
- ◆ You make saving throws at the end of your new initiative position.
- ◆ You can't sustain a power if you delay.

DELAY

- ◆ You can't delay if you've taken an action, are unable to take actions, or are dazed.
- ◆ When you delay, end effects that last until the start of your turn and effects that last until the end of your turn that are beneficial to you or your allies.
- ◆ When you reenter combat, adjust your initiative to your new position in the order.
- ◆ After you take your actions, end effects that last until the end of your turn that are harmful to you.
- ◆ You make saving throws at the end of your new initiative position.
- ◆ You can't sustain a power if you delay.



DIM LIGHT

- ◆ Creatures have **Partial Concealment**.
 - ◆ You take a -2 penalty to attack rolls.
 - ◆ **Melee and Ranged Attacks Only:** Attack penalties from concealment apply only to the targets of melee or ranged attacks.
- ◆ Creatures with low-light vision or darkvision see normally in dim light.

DIM LIGHT

- ◆ Creatures have **Partial Concealment**.
 - ◆ You take a -2 penalty to attack rolls.
 - ◆ **Melee and Ranged Attacks Only:** Attack penalties from concealment apply only to the targets of melee or ranged attacks.
- ◆ Creatures with low-light vision or darkvision see normally in dim light.

DIM LIGHT

- ◆ Creatures have **Partial Concealment**.
 - ◆ You take a -2 penalty to attack rolls.
 - ◆ **Melee and Ranged Attacks Only:** Attack penalties from concealment apply only to the targets of melee or ranged attacks.
- ◆ Creatures with low-light vision or darkvision see normally in dim light.

DIM LIGHT

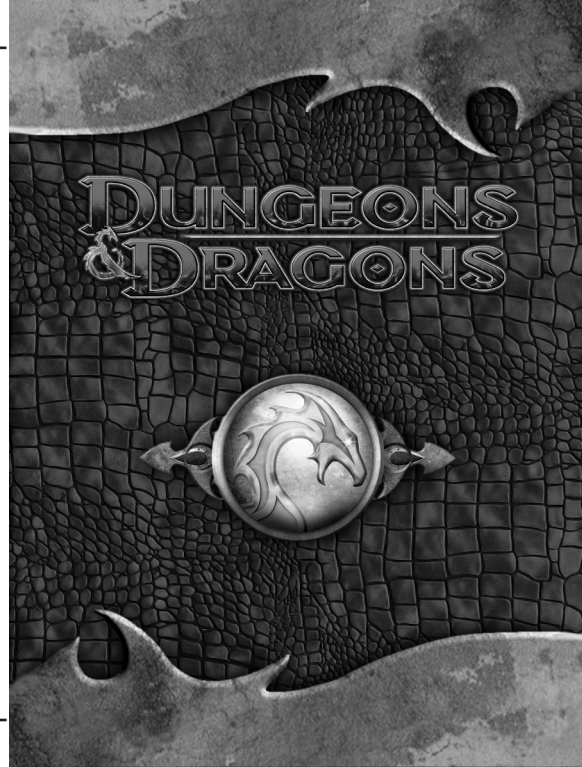
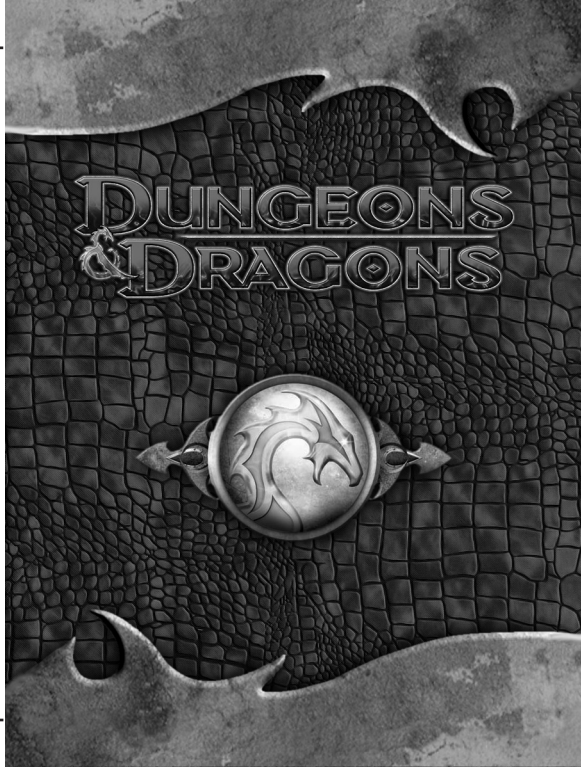
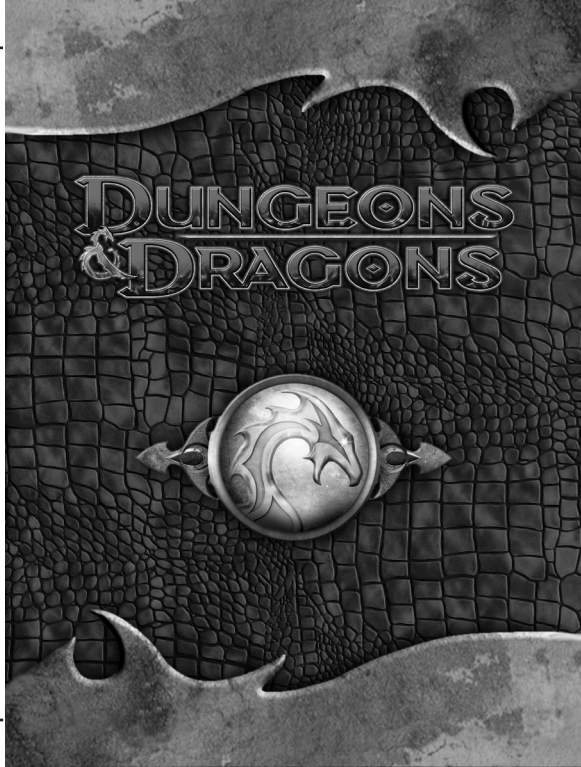
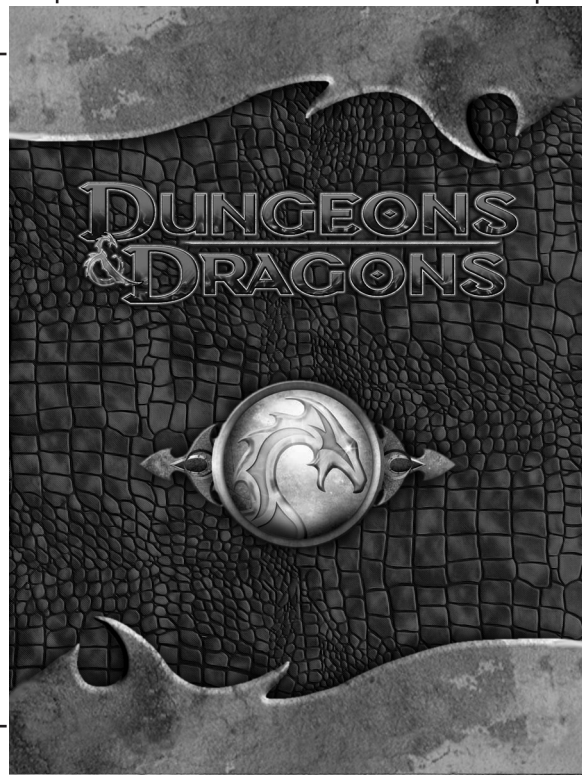
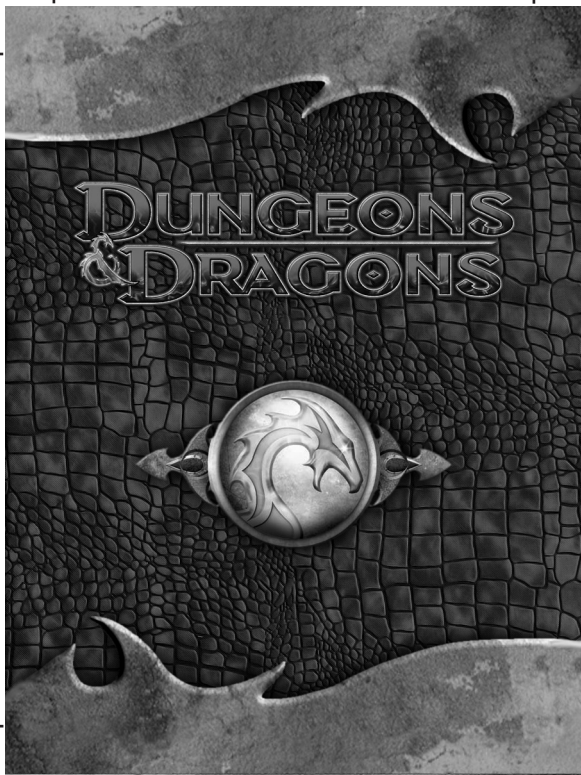
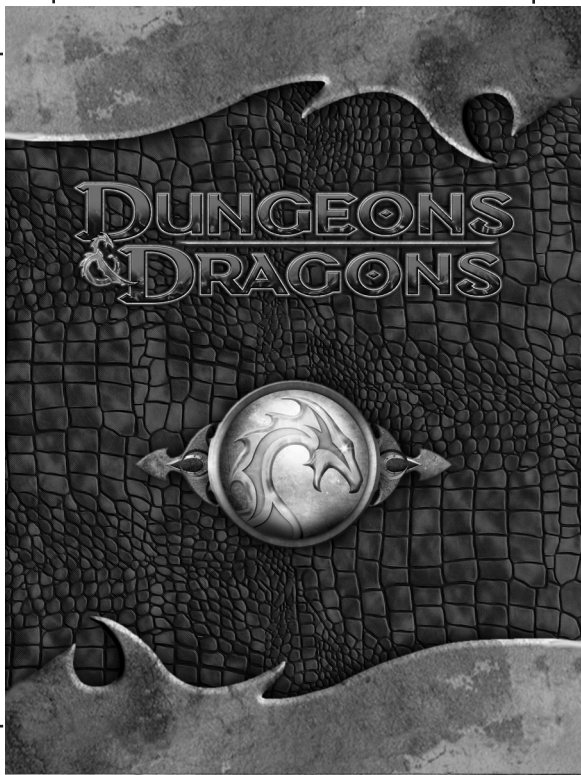
- ◆ Creatures have **Partial Concealment**.
 - ◆ You take a -2 penalty to attack rolls.
 - ◆ **Melee and Ranged Attacks Only:** Attack penalties from concealment apply only to the targets of melee or ranged attacks.
- ◆ Creatures with low-light vision or darkvision see normally in dim light.

DIM LIGHT

- ◆ Creatures have **Partial Concealment**.
 - ◆ You take a -2 penalty to attack rolls.
 - ◆ **Melee and Ranged Attacks Only:** Attack penalties from concealment apply only to the targets of melee or ranged attacks.
- ◆ Creatures with low-light vision or darkvision see normally in dim light.





DIM LIGHT

- ◆ Creatures have **Partial Concealment**.
 - ◆ You take a -2 penalty to attack rolls.
 - ◆ **Melee and Ranged Attacks Only:** Attack penalties from concealment apply only to the targets of melee or ranged attacks.
- ◆ Creatures with low-light vision or darkvision see normally in dim light.







DOMINATED

- ◆ You can't take actions voluntarily.
- ◆ The dominator chooses a single action for you to take on your turn: a standard, a move, a minor or a free action.
- ◆ The dominator can only make you use at-will powers.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ You can't flank.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





DOMINATED

- ◆ You can't take actions voluntarily.
- ◆ The dominator chooses a single action for you to take on your turn: a standard, a move, a minor or a free action.
- ◆ The dominator can only make you use at-will powers.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ You can't flank.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





DOMINATED

- ◆ You can't take actions voluntarily.
- ◆ The dominator chooses a single action for you to take on your turn: a standard, a move, a minor or a free action.
- ◆ The dominator can only make you use at-will powers.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ You can't flank.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





DOMINATED

- ◆ You can't take actions voluntarily.
- ◆ The dominator chooses a single action for you to take on your turn: a standard, a move, a minor or a free action.
- ◆ The dominator can only make you use at-will powers.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ You can't flank.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





DOMINATED

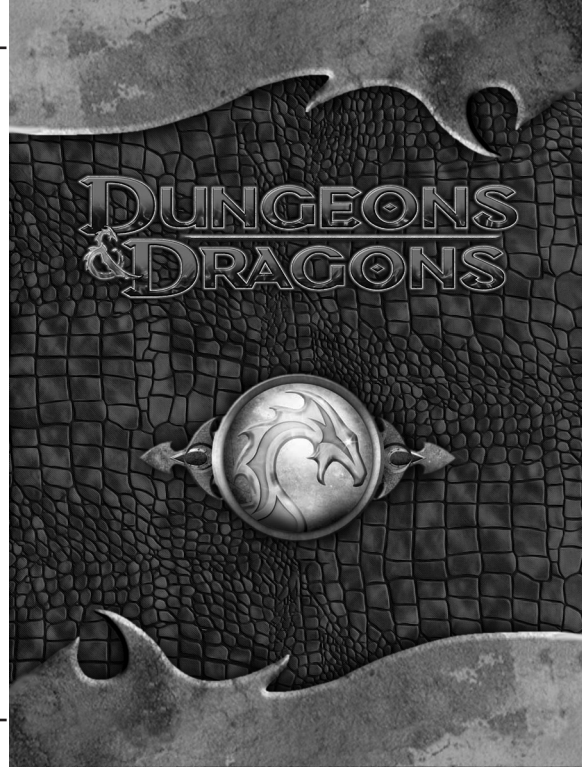
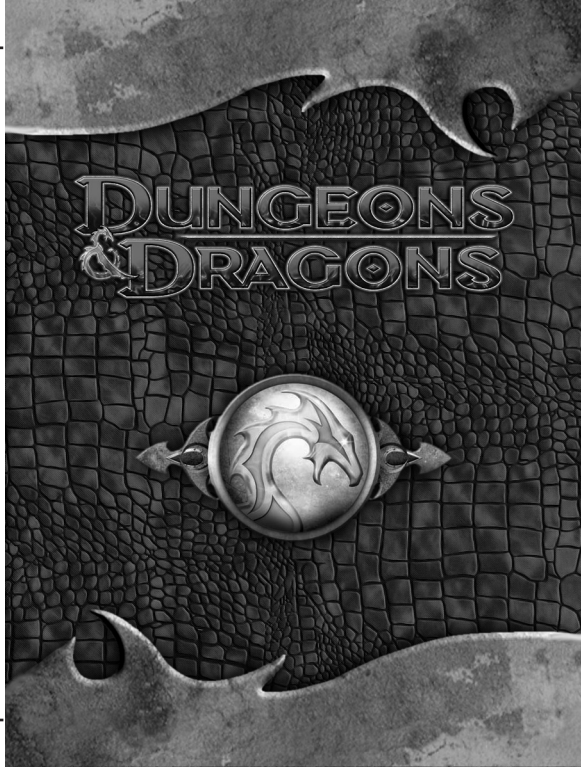
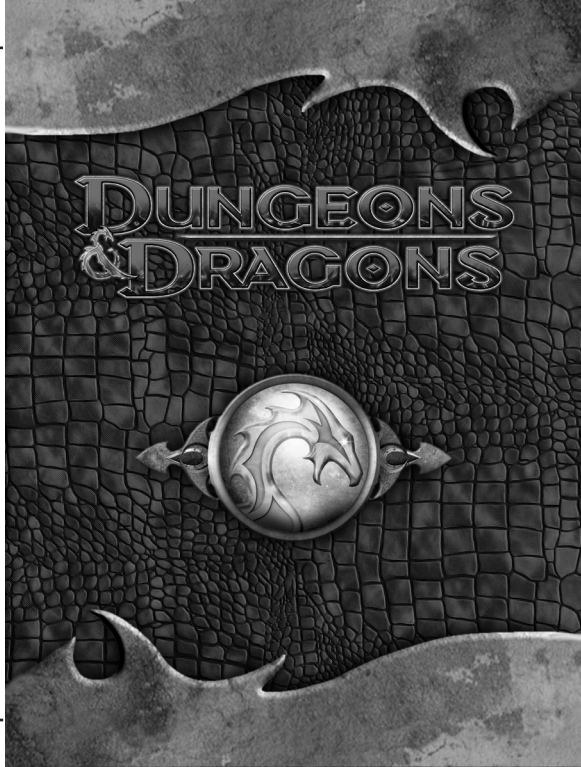
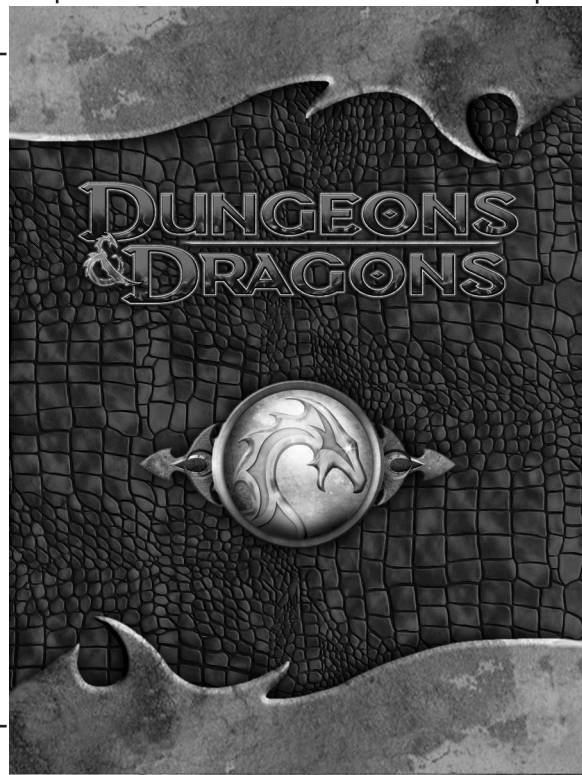
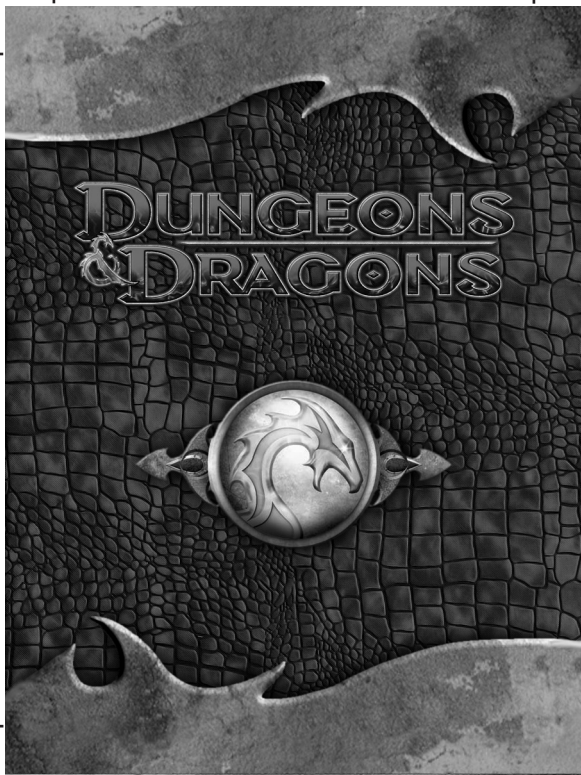
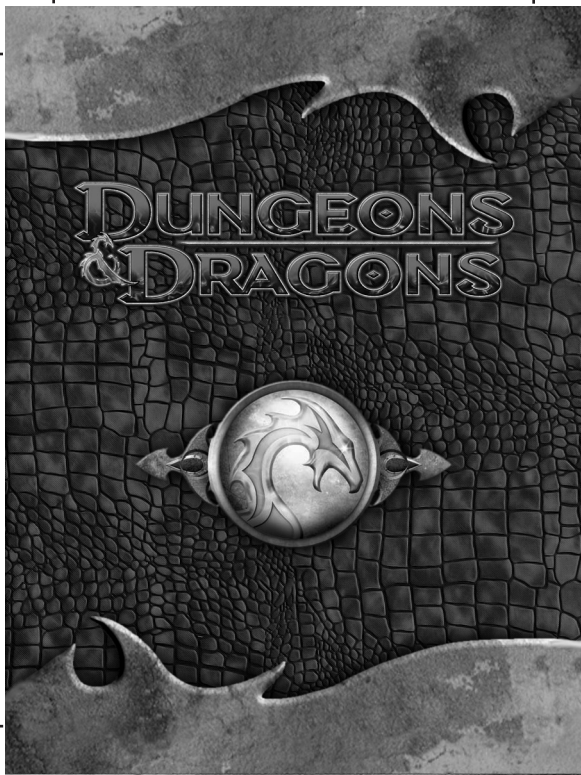
- ◆ You can't take actions voluntarily.
- ◆ The dominator chooses a single action for you to take on your turn: a standard, a move, a minor or a free action.
- ◆ The dominator can only make you use at-will powers.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ You can't flank.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn

DOMINATED

- ◆ You can't take actions voluntarily.
- ◆ The dominator chooses a single action for you to take on your turn: a standard, a move, a minor or a free action.
- ◆ The dominator can only make you use at-will powers.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ You can't flank.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn



DYING

- ◆ You are **Unconscious**.
 - ◆ You can't take actions.
 - ◆ You are unaware of your surroundings.
 - ◆ You can't flank.
- ◆ You are **Prone**.
 - ◆ You are lying down (if you are climbing or flying, you fall).
 - ◆ You take a -3 penalty to all defenses versus non-adjacent ranged attacks.
 - ◆ -5 penalty to all defenses versus all other attacks.
- ◆ You are **Helpless**.
 - ◆ You can be the target of a coup de grace.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ Any new damage you take reduces your hit point total until you die.
- ◆ You must make a death saving throw at the end of your turn.
 - ◆ **9 or Lower:** You die after three rolls of 9 or lower.
 - ◆ **10-19:** No change.
 - ◆ **20 or Higher:** Spend a healing surge. You are conscious. If you have no healing surges, your condition doesn't change.

1st

2nd

3rd

DYING

- ◆ You are **Unconscious**.
 - ◆ You can't take actions.
 - ◆ You are unaware of your surroundings.
 - ◆ You can't flank.
- ◆ You are **Prone**.
 - ◆ You are lying down (if you are climbing or flying, you fall).
 - ◆ You take a -3 penalty to all defenses versus non-adjacent ranged attacks.
 - ◆ -5 penalty to all defenses versus all other attacks.
- ◆ You are **Helpless**.
 - ◆ You can be the target of a coup de grace.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ Any new damage you take reduces your hit point total until you die.
- ◆ You must make a death saving throw at the end of your turn.
 - ◆ **9 or Lower:** You die after three rolls of 9 or lower.
 - ◆ **10-19:** No change.
 - ◆ **20 or Higher:** Spend a healing surge. You are conscious. If you have no healing surges, your condition doesn't change.

1st

2nd

3rd

DYING

- ◆ You are **Unconscious**.
 - ◆ You can't take actions.
 - ◆ You are unaware of your surroundings.
 - ◆ You can't flank.
- ◆ You are **Prone**.
 - ◆ You are lying down (if you are climbing or flying, you fall).
 - ◆ You take a -3 penalty to all defenses versus non-adjacent ranged attacks.
 - ◆ -5 penalty to all defenses versus all other attacks.
- ◆ You are **Helpless**.
 - ◆ You can be the target of a coup de grace.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ Any new damage you take reduces your hit point total until you die.
- ◆ You must make a death saving throw at the end of your turn.
 - ◆ **9 or Lower:** You die after three rolls of 9 or lower.
 - ◆ **10-19:** No change.
 - ◆ **20 or Higher:** Spend a healing surge. You are conscious. If you have no healing surges, your condition doesn't change.

1st

2nd

3rd

DYING

- ◆ You are **Unconscious**.
 - ◆ You can't take actions.
 - ◆ You are unaware of your surroundings.
 - ◆ You can't flank.
- ◆ You are **Prone**.
 - ◆ You are lying down (if you are climbing or flying, you fall).
 - ◆ You take a -3 penalty to all defenses versus non-adjacent ranged attacks.
 - ◆ -5 penalty to all defenses versus all other attacks.
- ◆ You are **Helpless**.
 - ◆ You can be the target of a coup de grace.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ Any new damage you take reduces your hit point total until you die.
- ◆ You must make a death saving throw at the end of your turn.
 - ◆ **9 or Lower:** You die after three rolls of 9 or lower.
 - ◆ **10-19:** No change.
 - ◆ **20 or Higher:** Spend a healing surge. You are conscious. If you have no healing surges, your condition doesn't change.

1st

2nd

3rd

DYING

- ◆ You are **Unconscious**.
 - ◆ You can't take actions.
 - ◆ You are unaware of your surroundings.
 - ◆ You can't flank.
- ◆ You are **Prone**.
 - ◆ You are lying down (if you are climbing or flying, you fall).
 - ◆ You take a -3 penalty to all defenses versus non-adjacent ranged attacks.
 - ◆ -5 penalty to all defenses versus all other attacks.
- ◆ You are **Helpless**.
 - ◆ You can be the target of a coup de grace.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ Any new damage you take reduces your hit point total until you die.
- ◆ You must make a death saving throw at the end of your turn.
 - ◆ **9 or Lower:** You die after three rolls of 9 or lower.
 - ◆ **10-19:** No change.
 - ◆ **20 or Higher:** Spend a healing surge. You are conscious. If you have no healing surges, your condition doesn't change.

1st

2nd

3rd

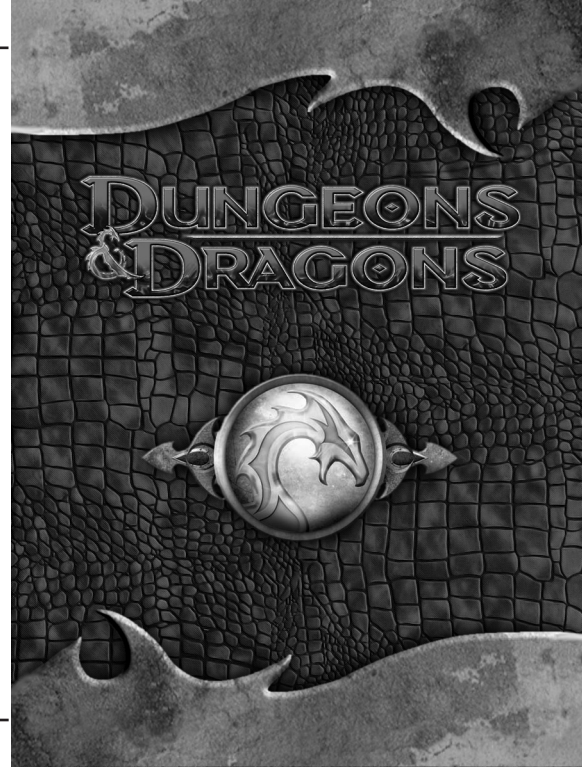
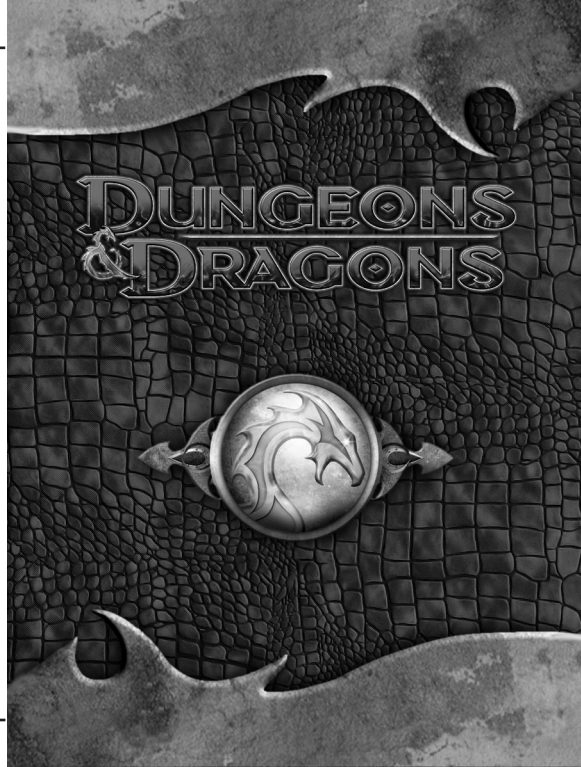
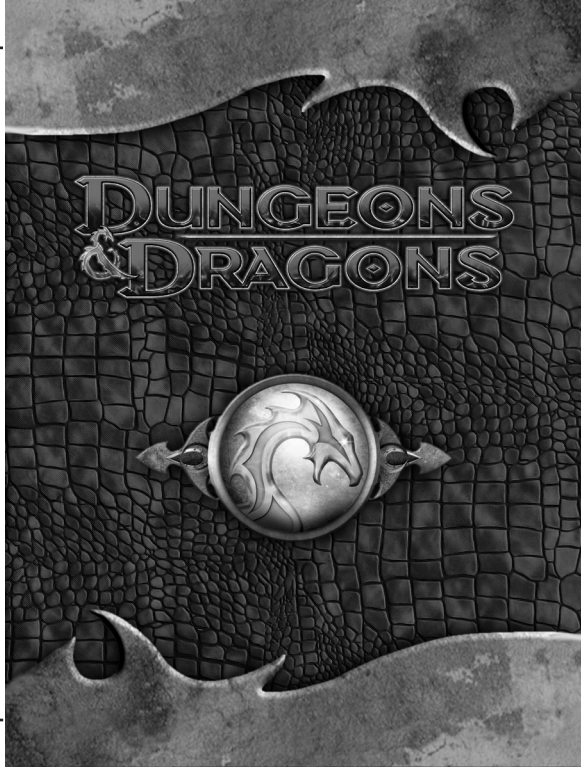
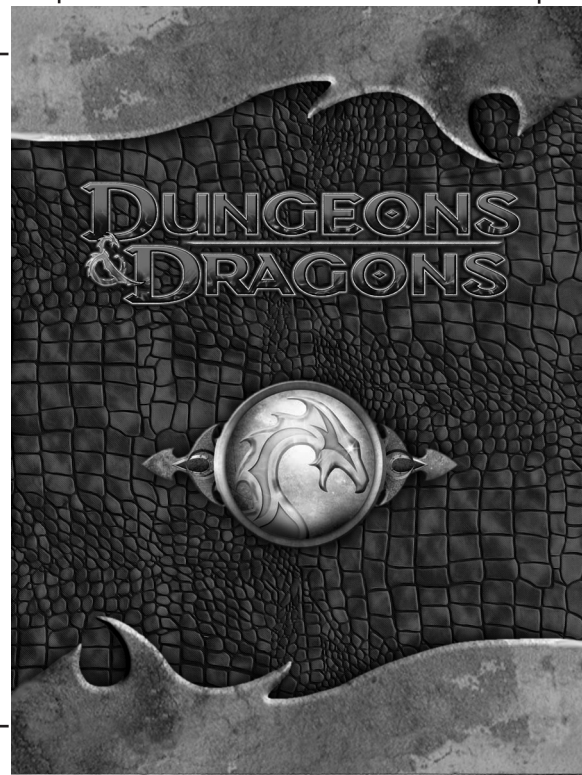
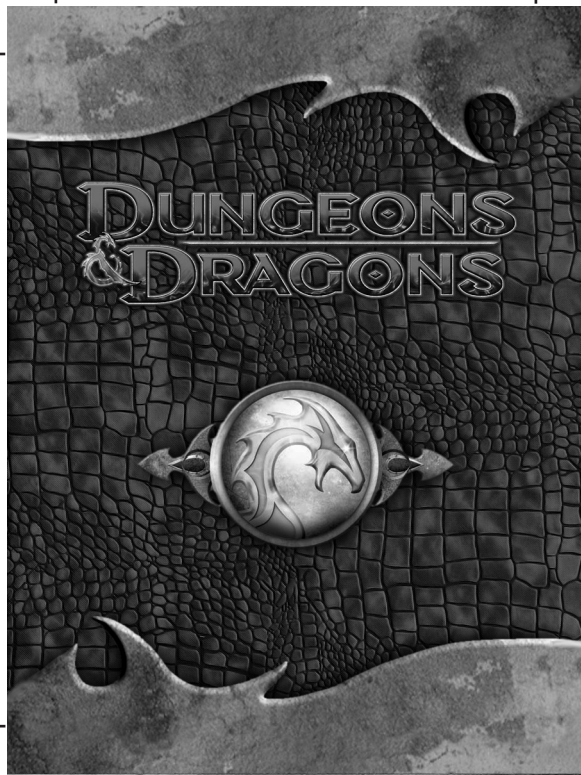
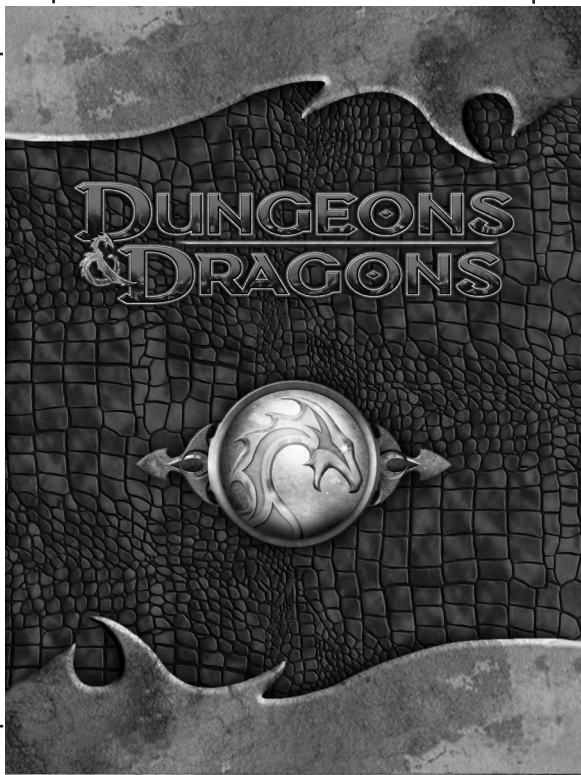
DYING

- ◆ You are **Unconscious**.
 - ◆ You can't take actions.
 - ◆ You are unaware of your surroundings.
 - ◆ You can't flank.
- ◆ You are **Prone**.
 - ◆ You are lying down (if you are climbing or flying, you fall).
 - ◆ You take a -3 penalty to all defenses versus non-adjacent ranged attacks.
 - ◆ -5 penalty to all defenses versus all other attacks.
- ◆ You are **Helpless**.
 - ◆ You can be the target of a coup de grace.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ Any new damage you take reduces your hit point total until you die.
- ◆ You must make a death saving throw at the end of your turn.
 - ◆ **9 or Lower:** You die after three rolls of 9 or lower.
 - ◆ **10-19:** No change.
 - ◆ **20 or Higher:** Spend a healing surge. You are conscious. If you have no healing surges, your condition doesn't change.

1st

2nd

3rd



GRABBED

- ◆ 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 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.

GRABBED

- ◆ 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 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.

GRABBED

- ◆ 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 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.

GRABBED

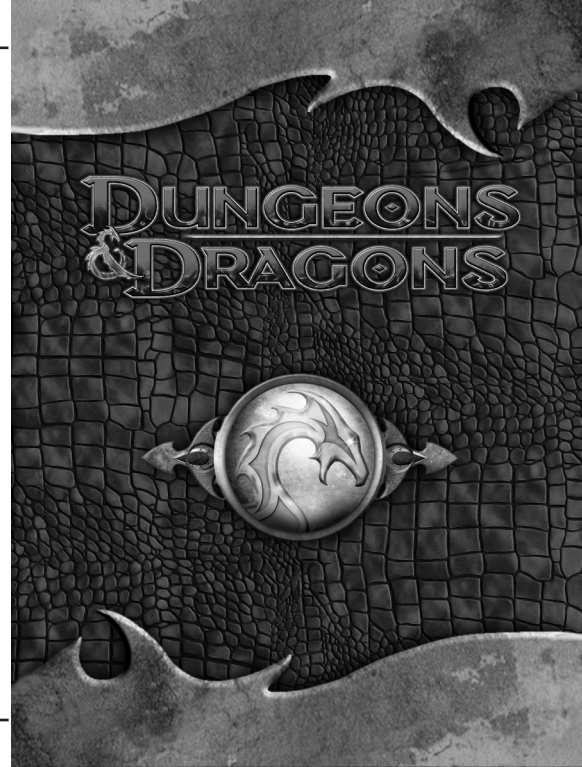
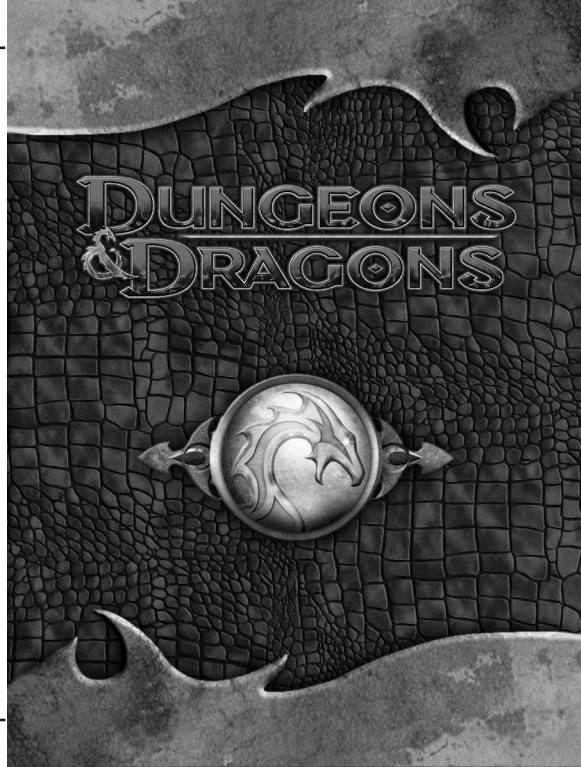
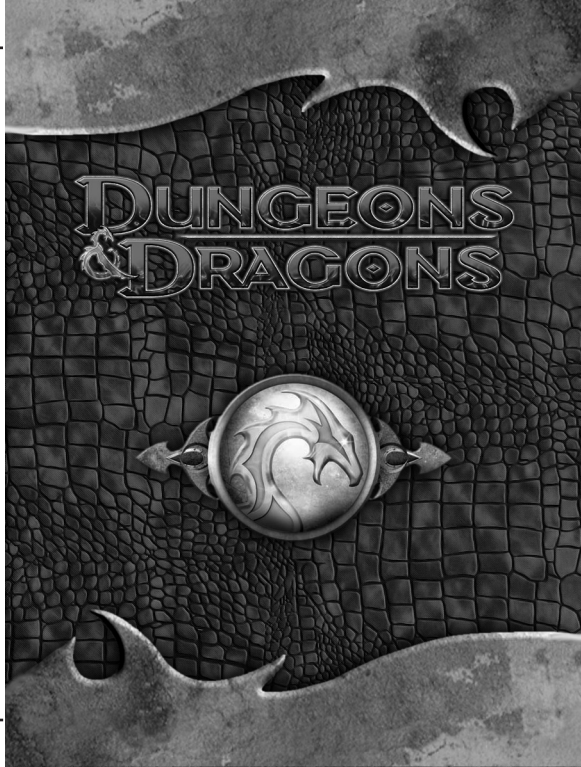
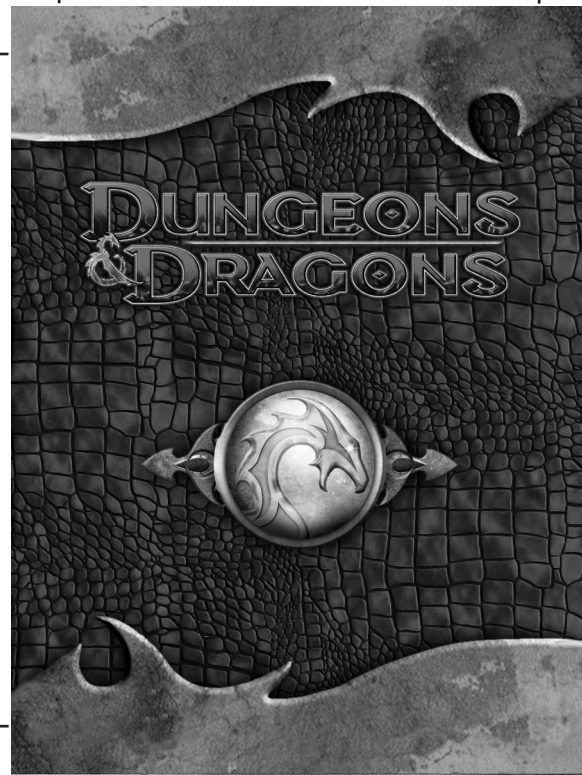
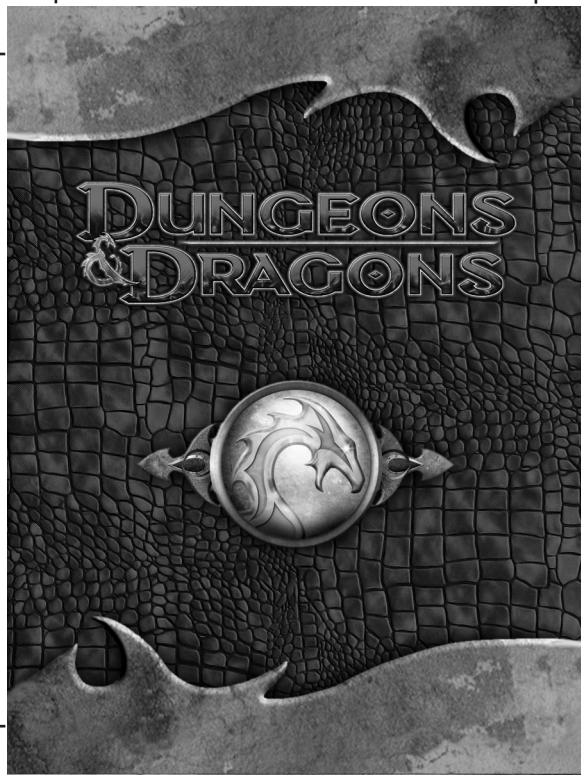
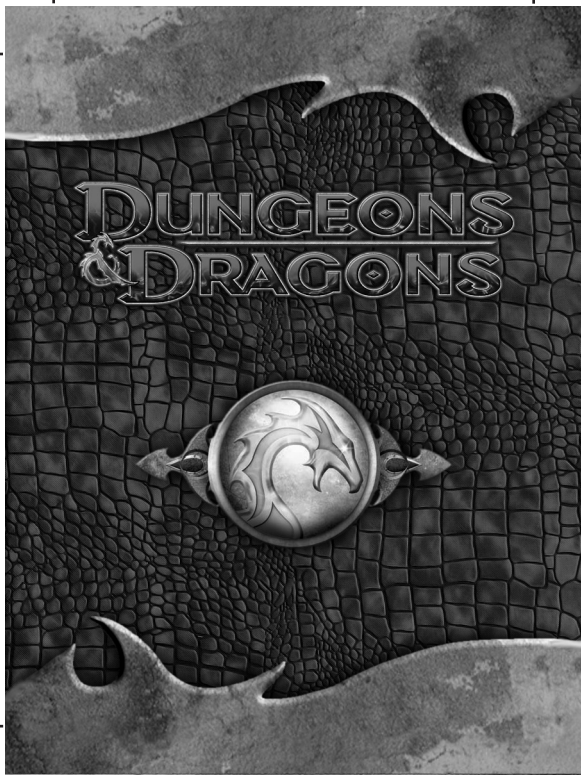
- ◆ You are **Immobilized**.
- ◆ You can't move from your space, although you can teleport and can be forced to move by a pull, a push, or a slide.
- ◆ You are no longer grabbed if the grabber is prevented from taking actions, or if you end up outside the range of the grabbing power/effect.

GRABBED

- ◆ 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 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.

GRABBED

- ◆ 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 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.



HELPLESS

- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ You can be the target of a coup de grace.

HELPLESS

- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ You can be the target of a coup de grace.

HELPLESS

- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ You can be the target of a coup de grace.

HELPLESS

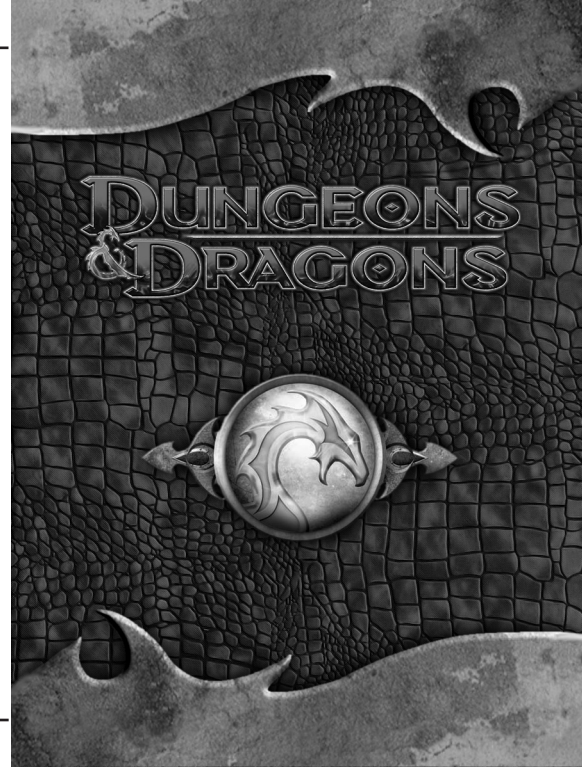
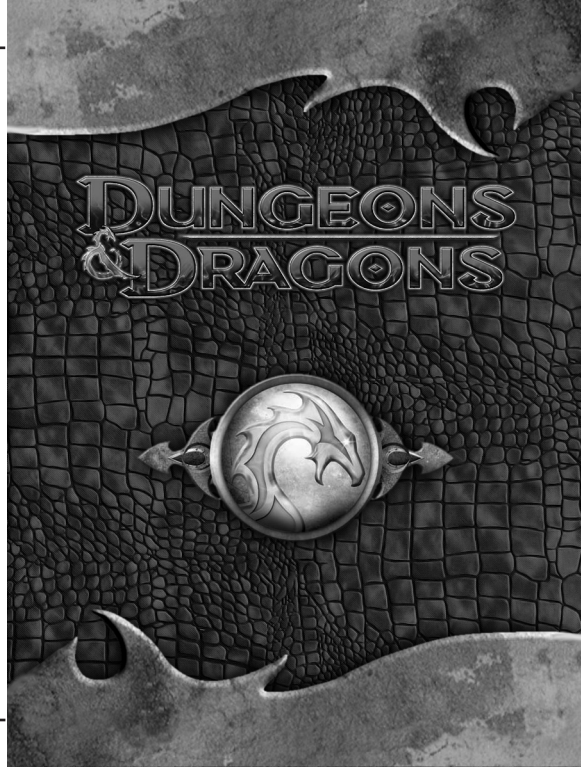
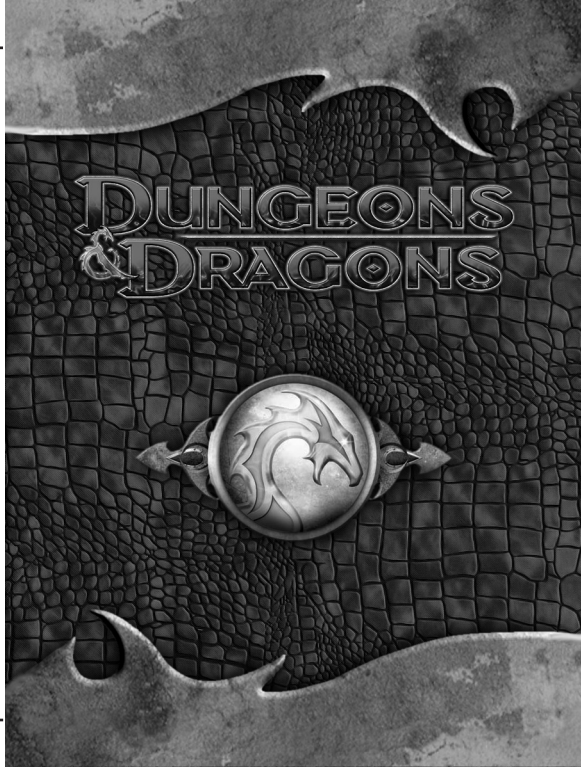
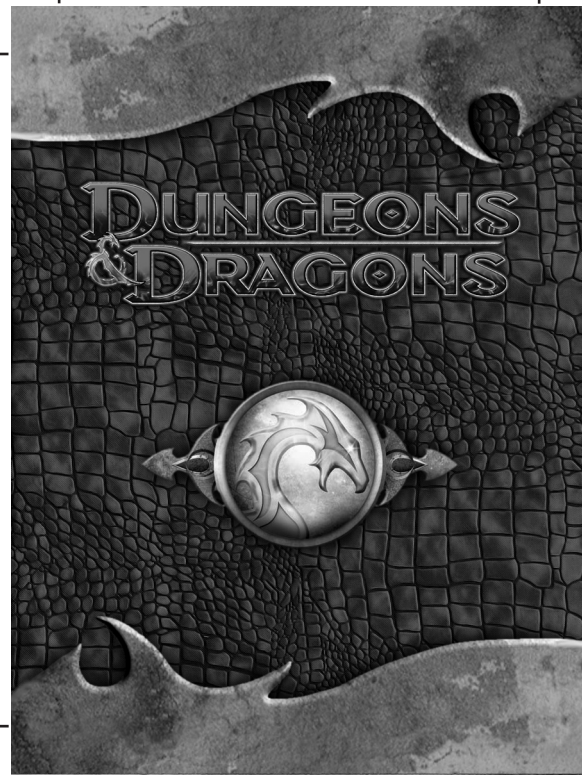
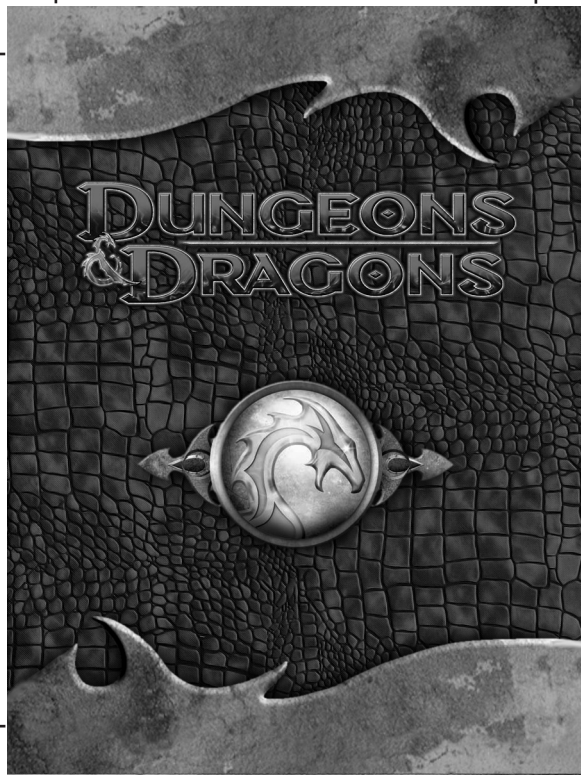
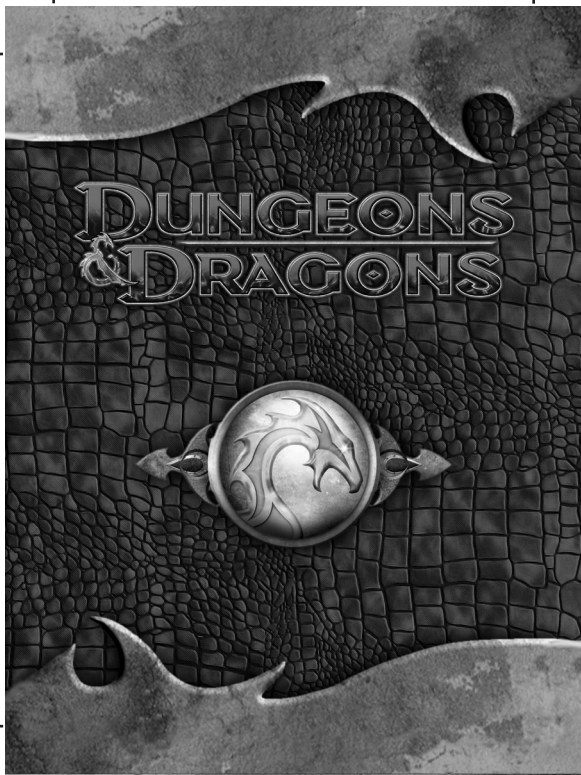
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ You can be the target of a coup de grace.

HELPLESS

- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ You can be the target of a coup de grace.

HELPLESS

- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ You can be the target of a coup de grace.



HIDDEN

- ◆ Against creatures you're hidden from:
 - ◆ Creatures grant **Combat Advantage** (you gain a +2 bonus to attack rolls made against them).
 - ◆ You have **Total Concealment** (creatures take a -5 penalty to melee and ranged attack rolls against you).
 - ◆ You don't provoke opportunity attacks.
- ◆ Creatures don't know exactly what square you're in and must guess when targeting their attacks.

HIDDEN

- ◆ Against creatures you're hidden from:
 - ◆ Creatures grant **Combat Advantage** (you gain a +2 bonus to attack rolls made against them).
 - ◆ You have **Total Concealment** (creatures take a -5 penalty to melee and ranged attack rolls against you).
 - ◆ You don't provoke opportunity attacks.
- ◆ Creatures don't know exactly what square you're in and must guess when targeting their attacks.

HIDDEN

- ◆ Against creatures you're hidden from:
 - ◆ Creatures grant **Combat Advantage** (you gain a +2 bonus to attack rolls made against them).
 - ◆ You have **Total Concealment** (creatures take a -5 penalty to melee and ranged attack rolls against you).
 - ◆ You don't provoke opportunity attacks.
- ◆ Creatures don't know exactly what square you're in and must guess when targeting their attacks.

HIDDEN

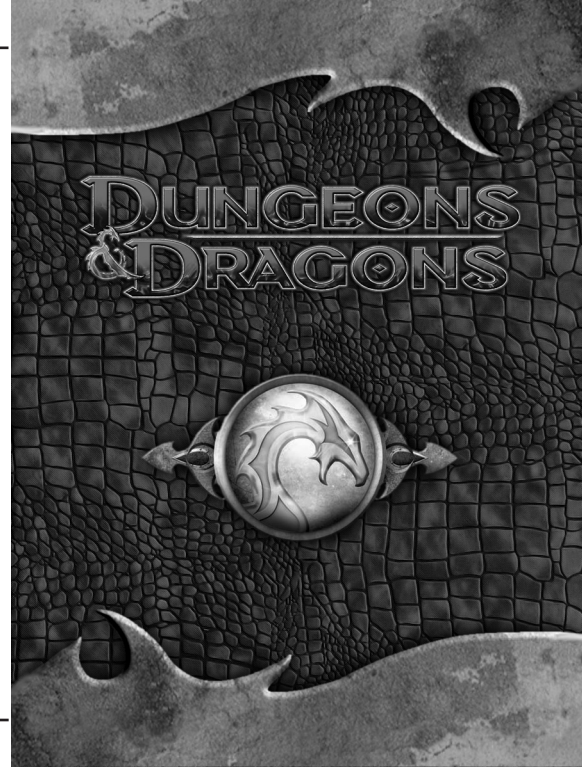
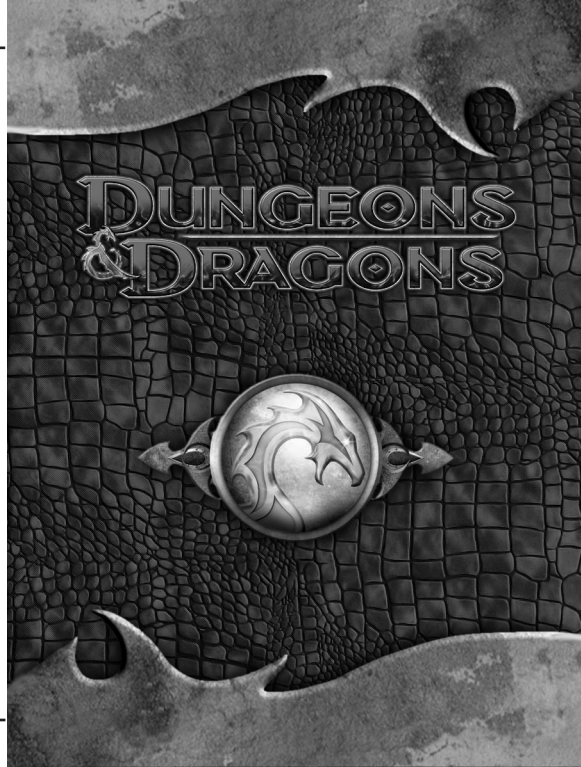
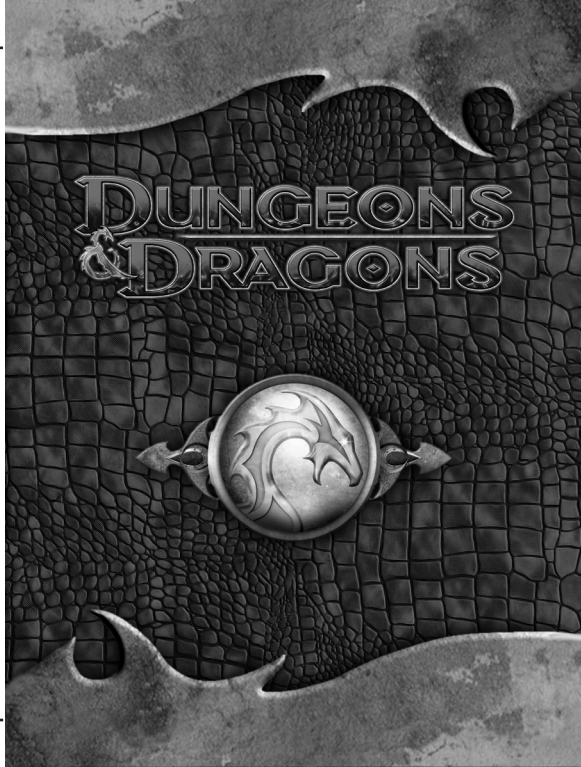
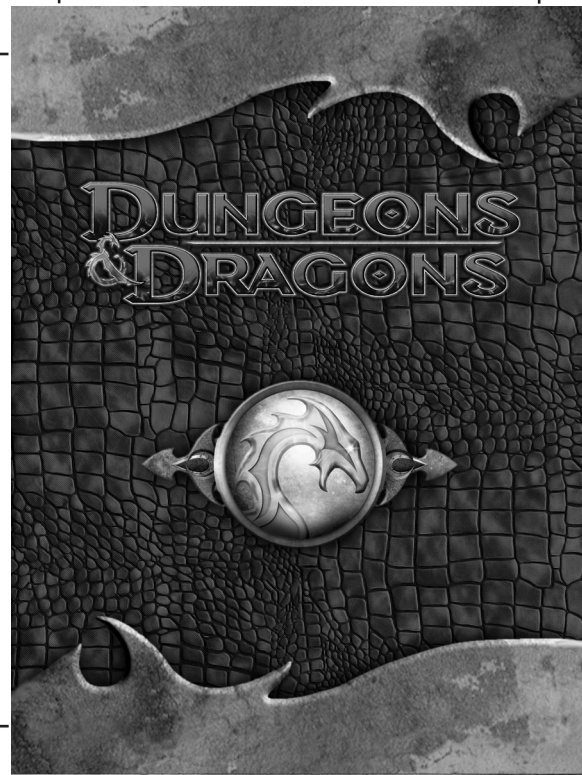
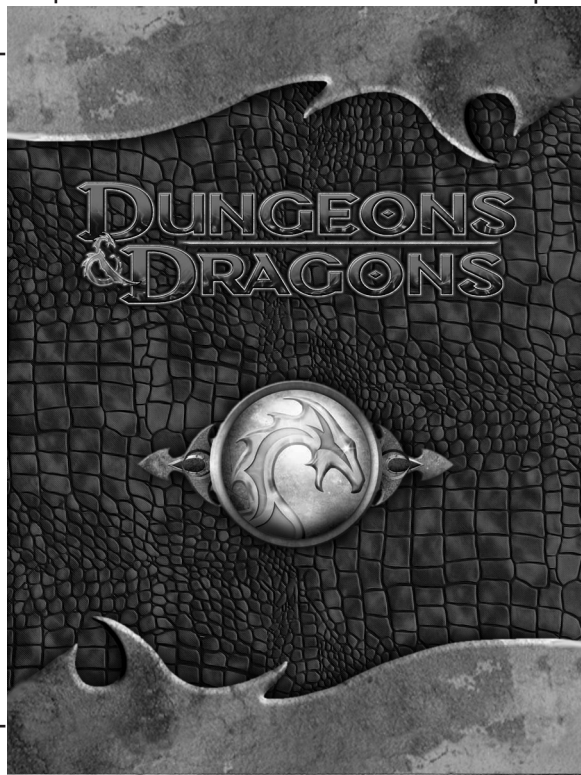
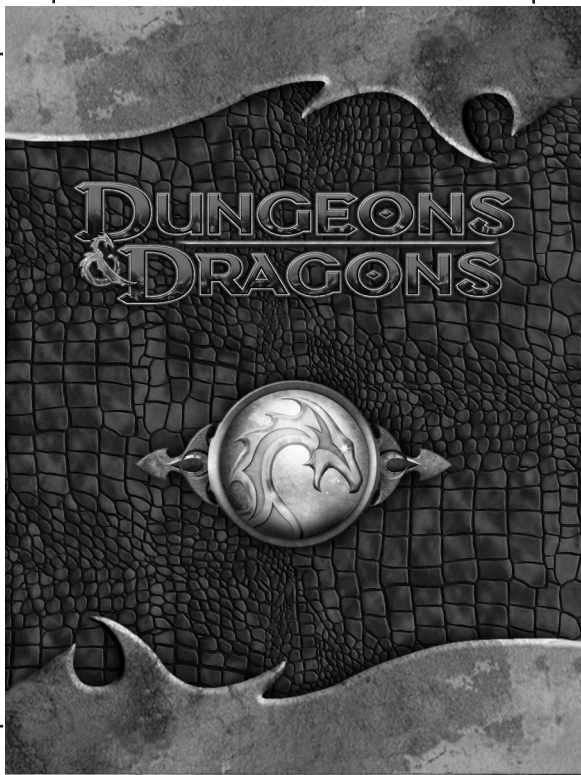
- ◆ Against creatures you're hidden from:
 - ◆ Creatures grant **Combat Advantage** (you gain a +2 bonus to attack rolls made against them).
 - ◆ You have **Total Concealment** (creatures take a -5 penalty to melee and ranged attack rolls against you).
 - ◆ You don't provoke opportunity attacks.
- ◆ Creatures don't know exactly what square you're in and must guess when targeting their attacks.

HIDDEN

- ◆ Against creatures you're hidden from:
 - ◆ Creatures grant **Combat Advantage** (you gain a +2 bonus to attack rolls made against them).
 - ◆ You have **Total Concealment** (creatures take a -5 penalty to melee and ranged attack rolls against you).
 - ◆ You don't provoke opportunity attacks.
- ◆ Creatures don't know exactly what square you're in and must guess when targeting their attacks.





HIDDEN

- ◆ Against creatures you're hidden from:
 - ◆ Creatures grant **Combat Advantage** (you gain a +2 bonus to attack rolls made against them).
 - ◆ You have **Total Concealment** (creatures take a -5 penalty to melee and ranged attack rolls against you).
 - ◆ You don't provoke opportunity attacks.
- ◆ Creatures don't know exactly what square you're in and must guess when targeting their attacks.







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.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





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.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





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.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





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.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





IMMOBILIZED

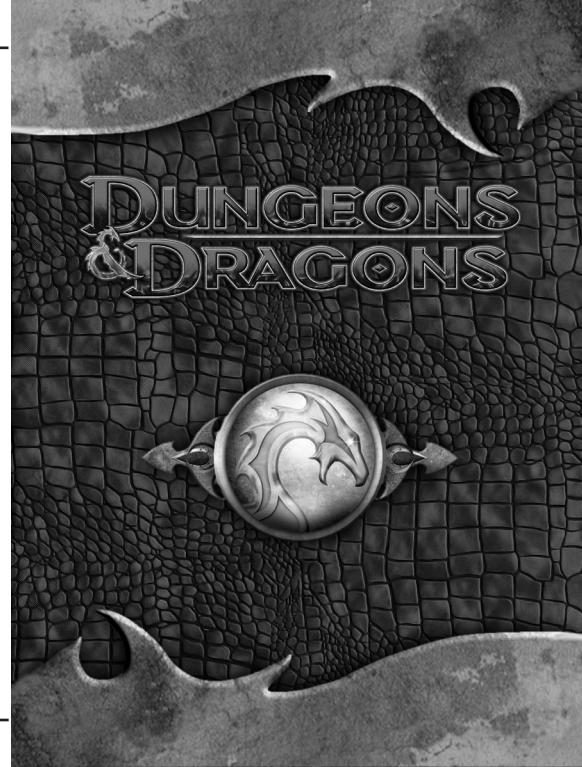
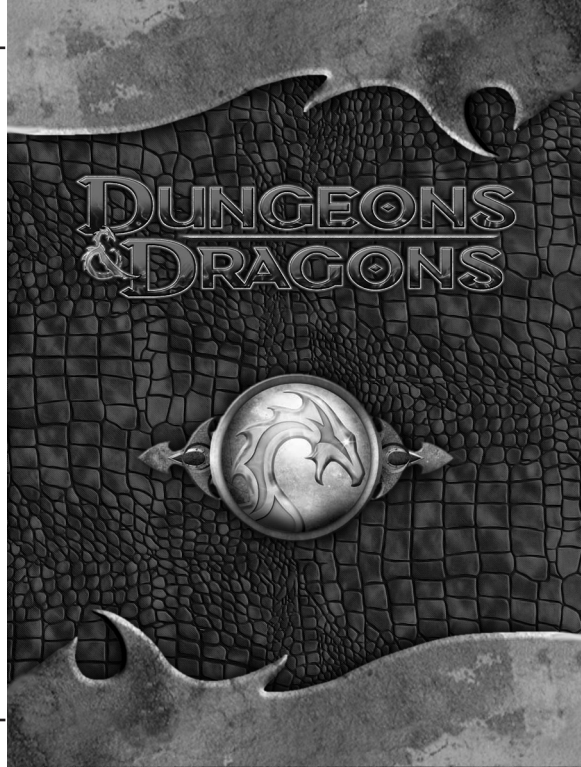
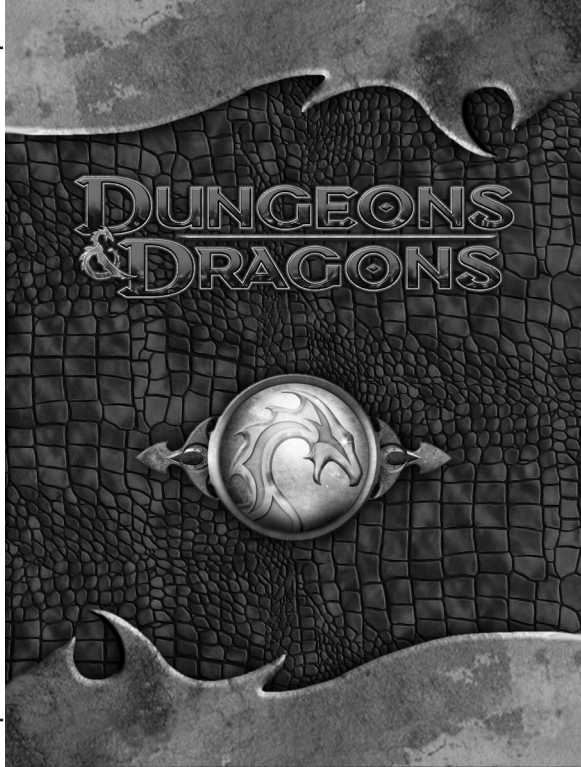
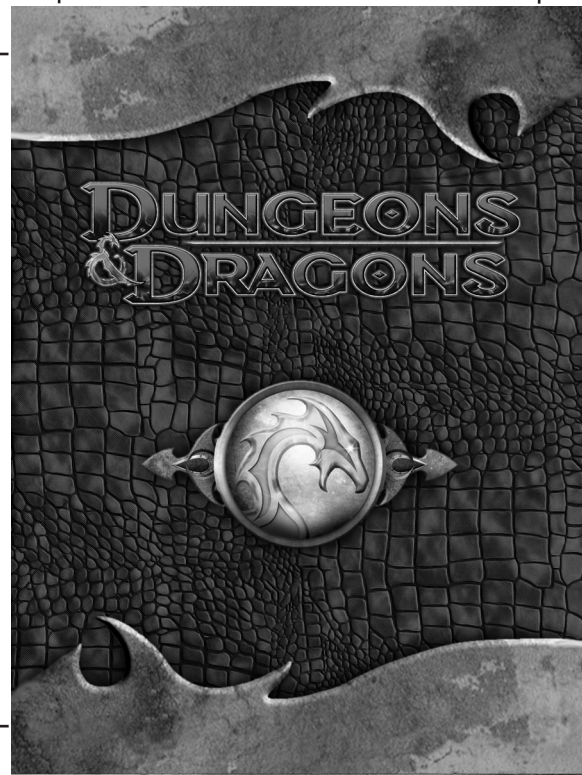
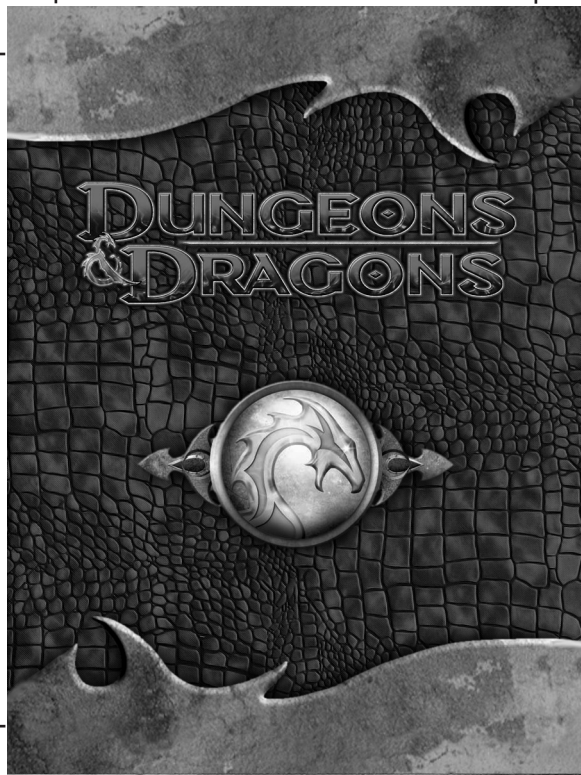
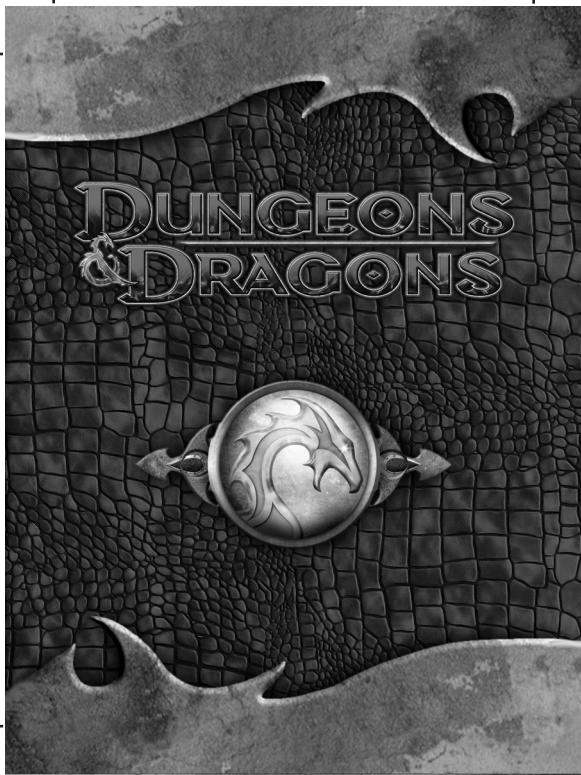
◆ You can't move from your space, although you can teleport and can be forced to move by a pull, a push, or a slide.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn

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.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn







INSUBSTANTIAL

- ◆ You take half damage from any damage source, including ongoing damage.
- ◆ **Half Damage:** When a power or another effect deals half damage, apply all modifiers to the damage, including resistances and vulnerabilities, and then divide the damage in half (round down).

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





INSUBSTANTIAL

- ◆ You take half damage from any damage source, including ongoing damage.
- ◆ **Half Damage:** When a power or another effect deals half damage, apply all modifiers to the damage, including resistances and vulnerabilities, and then divide the damage in half (round down).

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





INSUBSTANTIAL

- ◆ You take half damage from any damage source, including ongoing damage.
- ◆ **Half Damage:** When a power or another effect deals half damage, apply all modifiers to the damage, including resistances and vulnerabilities, and then divide the damage in half (round down).

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





INSUBSTANTIAL

- ◆ You take half damage from any damage source, including ongoing damage.
- ◆ **Half Damage:** When a power or another effect deals half damage, apply all modifiers to the damage, including resistances and vulnerabilities, and then divide the damage in half (round down).

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





INSUBSTANTIAL

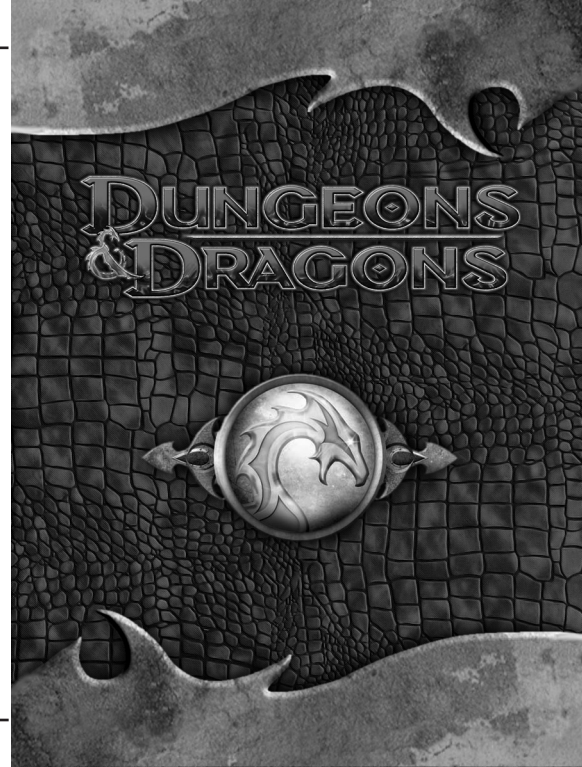
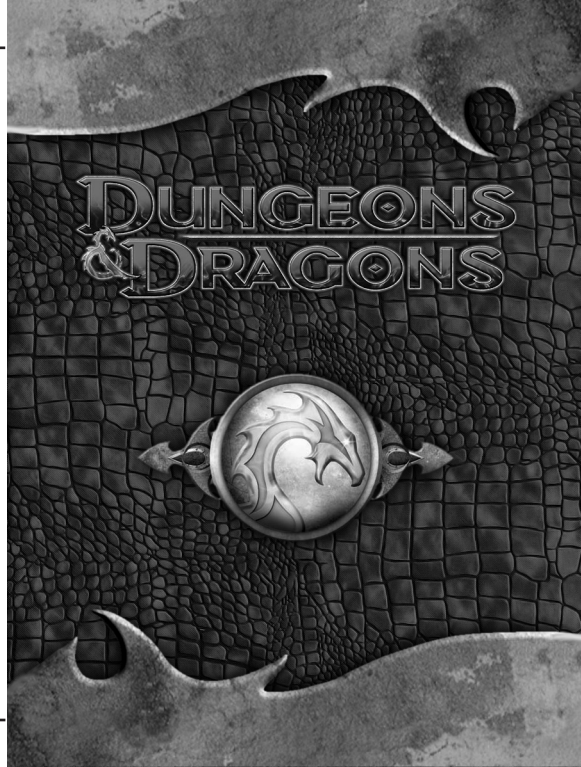
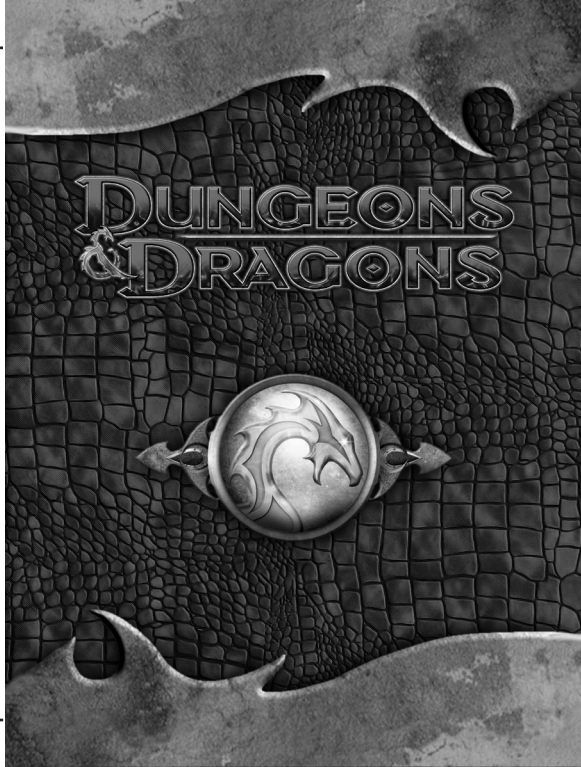
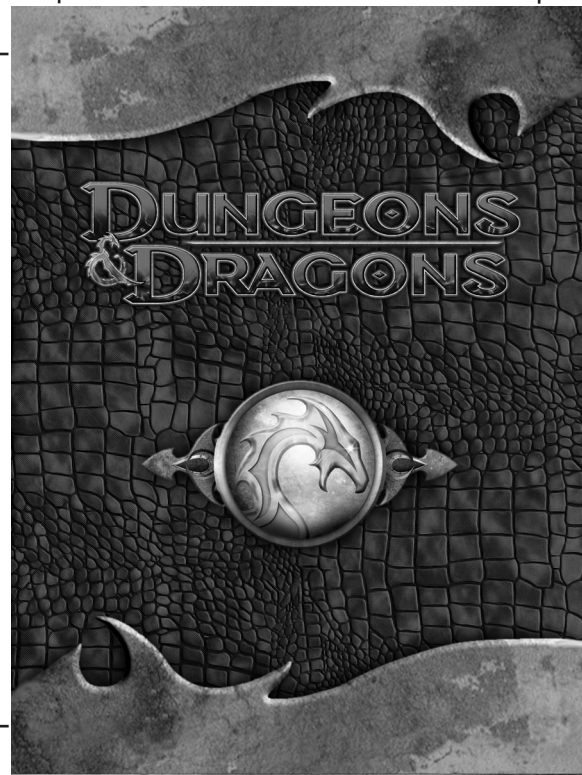
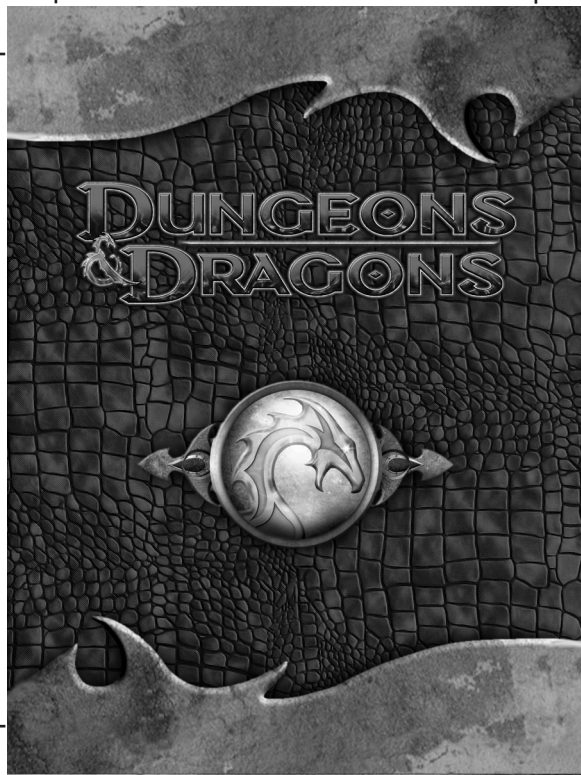
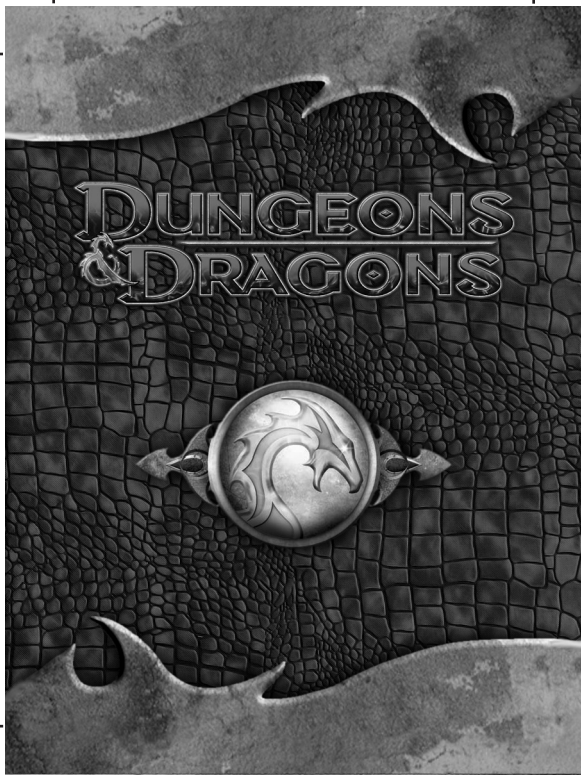
- ◆ You take half damage from any damage source, including ongoing damage.
- ◆ **Half Damage:** When a power or another effect deals half damage, apply all modifiers to the damage, including resistances and vulnerabilities, and then divide the damage in half (round down).

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn

INSUBSTANTIAL





- ◆ You take half damage from any damage source, including ongoing damage.
- ◆ **Half Damage:** When a power or another effect deals half damage, apply all modifiers to the damage, including resistances and vulnerabilities, and then divide the damage in half (round down).

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn







INVISIBLE

- ◆ Against creatures you're invisible from:
 - ◆ Creatures grant **Combat Advantage** (you gain a +2 bonus to attack rolls made against them).
 - ◆ You have **Total Concealment** (creatures take a -5 penalty to melee and ranged attack rolls against you).
 - ◆ You don't provoke opportunity attacks.
- ◆ Creatures know exactly what square you're in and don't have to guess when targeting their attacks.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





INVISIBLE

- ◆ Against creatures you're invisible from:
 - ◆ Creatures grant **Combat Advantage** (you gain a +2 bonus to attack rolls made against them).
 - ◆ You have **Total Concealment** (creatures take a -5 penalty to melee and ranged attack rolls against you).
 - ◆ You don't provoke opportunity attacks.
- ◆ Creatures know exactly what square you're in and don't have to guess when targeting their attacks.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





INVISIBLE

- ◆ Against creatures you're invisible from:
 - ◆ Creatures grant **Combat Advantage** (you gain a +2 bonus to attack rolls made against them).
 - ◆ You have **Total Concealment** (creatures take a -5 penalty to melee and ranged attack rolls against you).
 - ◆ You don't provoke opportunity attacks.
- ◆ Creatures know exactly what square you're in and don't have to guess when targeting their attacks.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





INVISIBLE

- ◆ Against creatures you're invisible from:
 - ◆ Creatures grant **Combat Advantage** (you gain a +2 bonus to attack rolls made against them).
 - ◆ You have **Total Concealment** (creatures take a -5 penalty to melee and ranged attack rolls against you).
 - ◆ You don't provoke opportunity attacks.
- ◆ Creatures know exactly what square you're in and don't have to guess when targeting their attacks.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





INVISIBLE

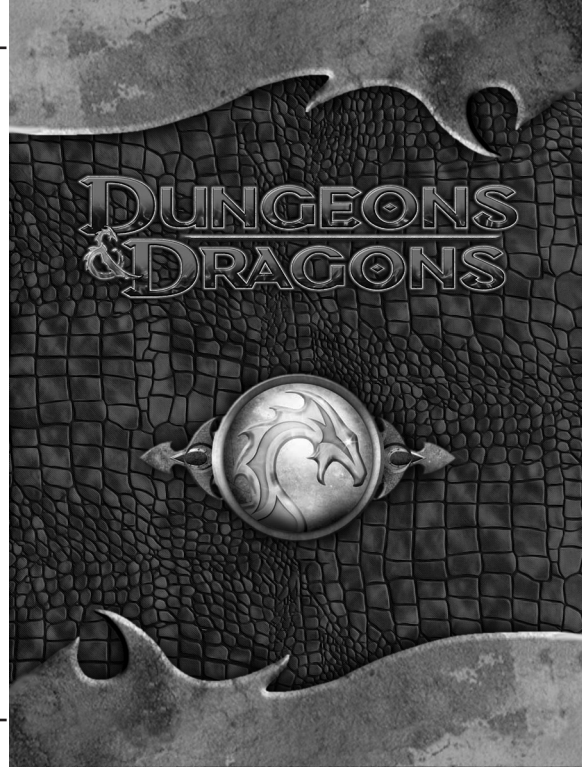
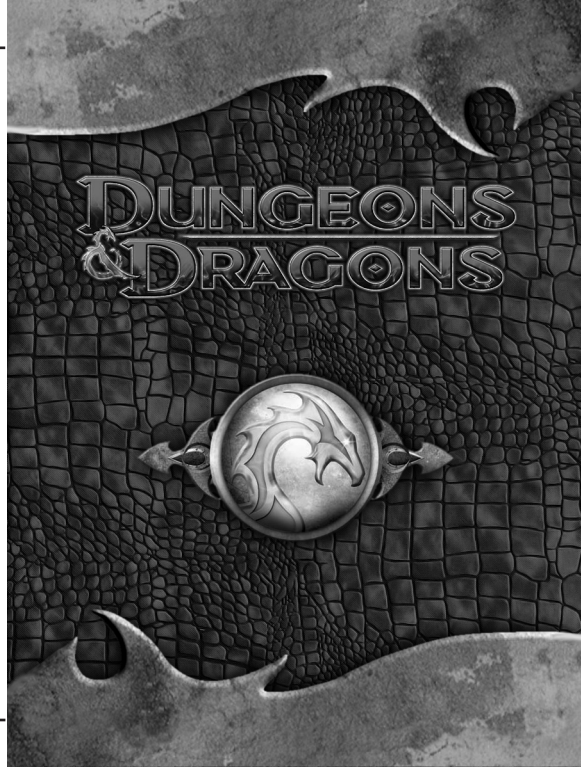
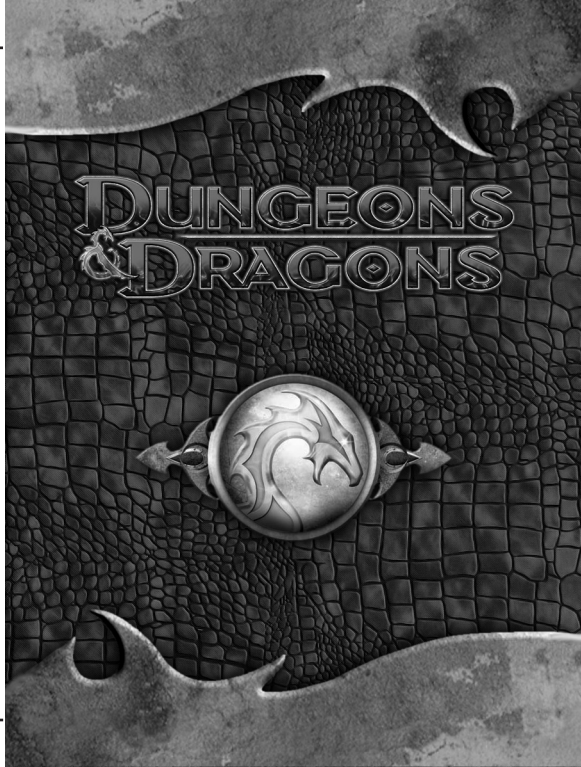
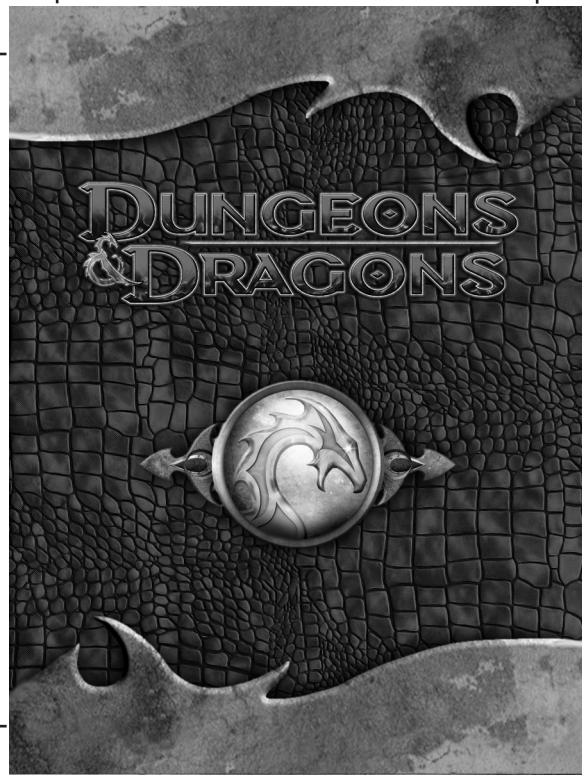
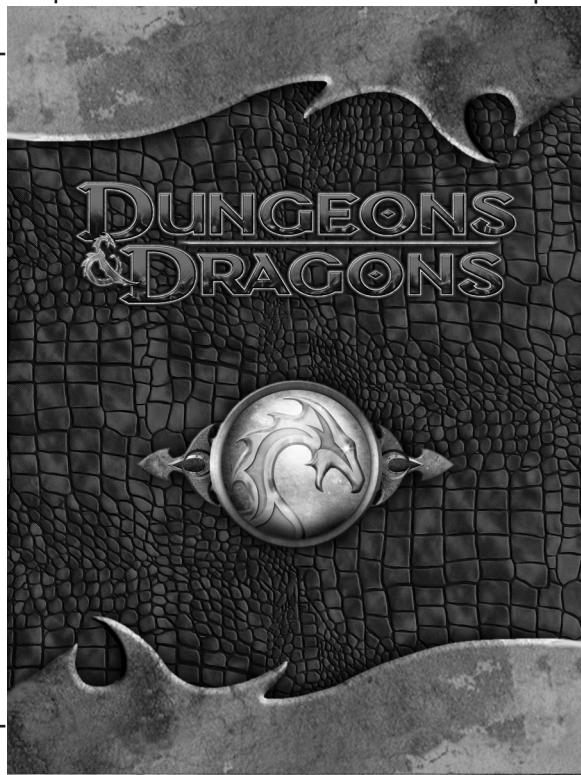
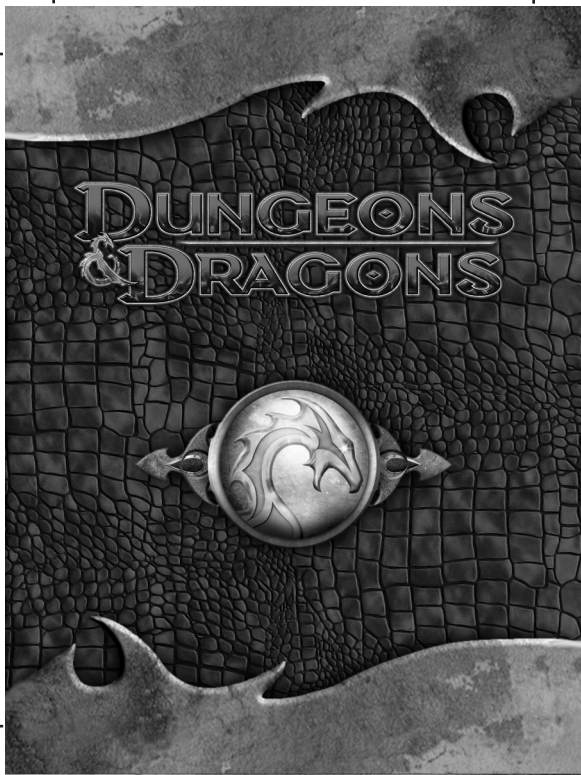
- ◆ Against creatures you're invisible from:
 - ◆ Creatures grant **Combat Advantage** (you gain a +2 bonus to attack rolls made against them).
 - ◆ You have **Total Concealment** (creatures take a -5 penalty to melee and ranged attack rolls against you).
 - ◆ You don't provoke opportunity attacks.
- ◆ Creatures know exactly what square you're in and don't have to guess when targeting their attacks.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn

INVISIBLE





- ◆ Against creatures you're invisible from:
 - ◆ Creatures grant **Combat Advantage** (you gain a +2 bonus to attack rolls made against them).
 - ◆ You have **Total Concealment** (creatures take a -5 penalty to melee and ranged attack rolls against you).
 - ◆ You don't provoke opportunity attacks.
- ◆ Creatures know exactly what square you're in and don't have to guess when targeting their attacks.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn







MARKED

- ◆ You take a -2 penalty to any attack that does not include the creature who marked you.
- ◆ You can only be subjected to one mark at a time.
- ◆ A new mark supersedes an old one.
- ◆ A mark ends immediately when its creator dies or falls unconscious.
- ◆ Some powers grant additional effects in addition to the mark; see that power for more information.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





MARKED

- ◆ You take a -2 penalty to any attack that does not include the creature who marked you.
- ◆ You can only be subjected to one mark at a time.
- ◆ A new mark supersedes an old one.
- ◆ A mark ends immediately when its creator dies or falls unconscious.
- ◆ Some powers grant additional effects in addition to the mark; see that power for more information.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





MARKED

- ◆ You take a -2 penalty to any attack that does not include the creature who marked you.
- ◆ You can only be subjected to one mark at a time.
- ◆ A new mark supersedes an old one.
- ◆ A mark ends immediately when its creator dies or falls unconscious.
- ◆ Some powers grant additional effects in addition to the mark; see that power for more information.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





MARKED

- ◆ You take a -2 penalty to any attack that does not include the creature who marked you.
- ◆ You can only be subjected to one mark at a time.
- ◆ A new mark supersedes an old one.
- ◆ A mark ends immediately when its creator dies or falls unconscious.
- ◆ Some powers grant additional effects in addition to the mark; see that power for more information.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





MARKED

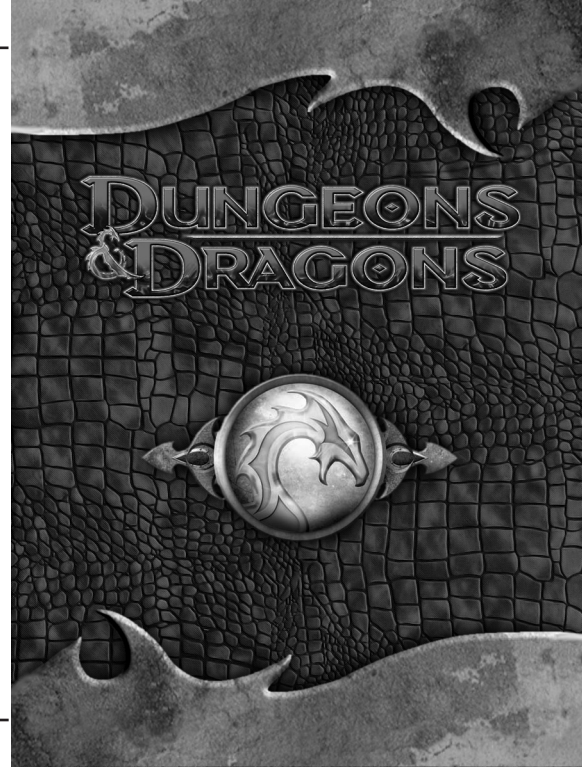
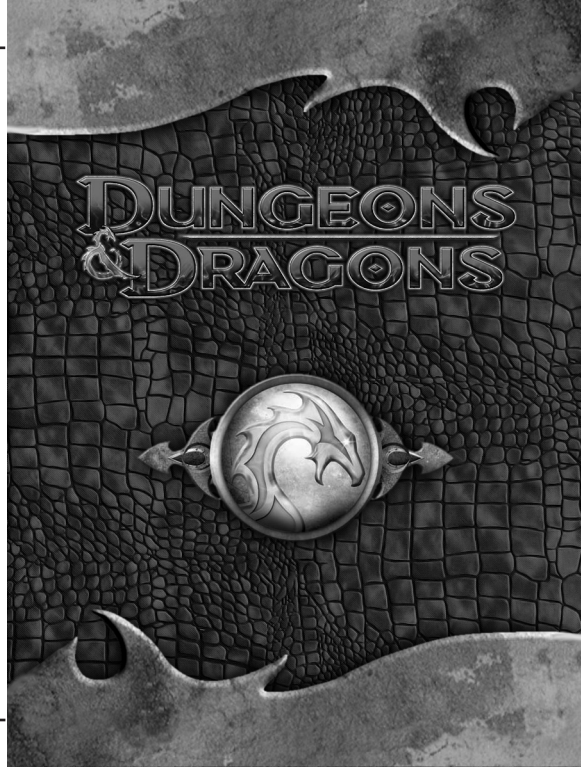
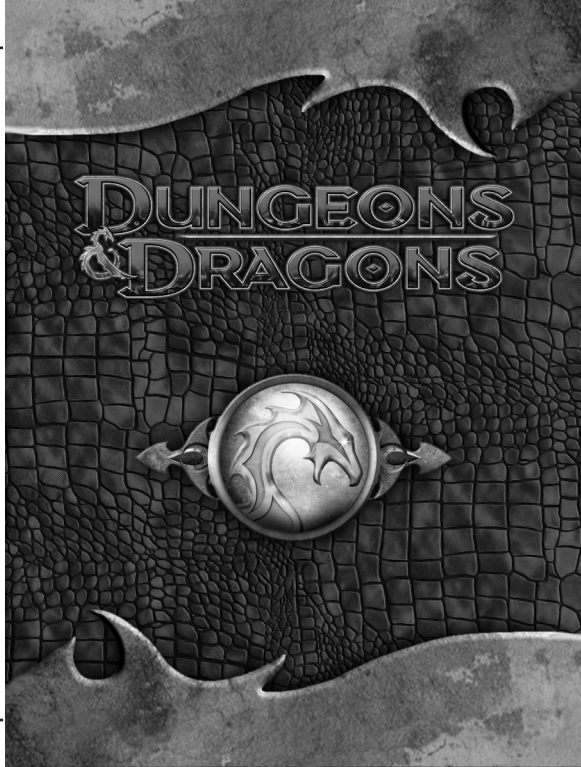
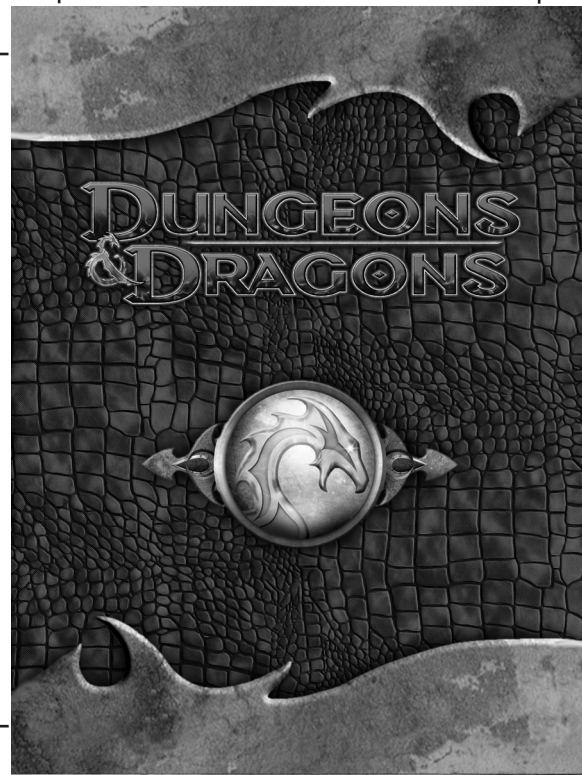
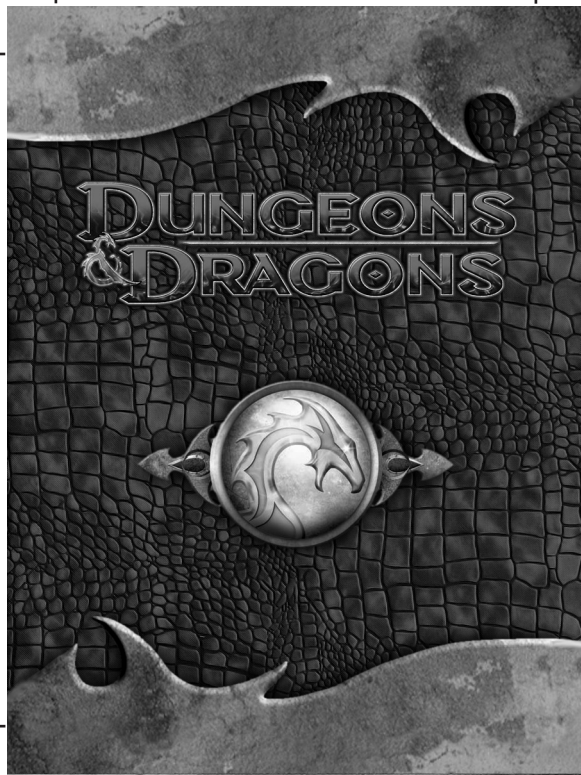
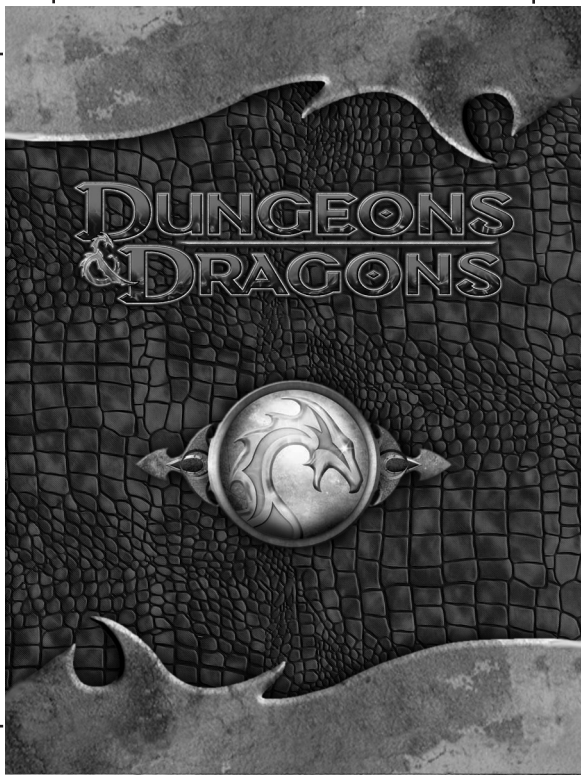
- ◆ You take a -2 penalty to any attack that does not include the creature who marked you.
- ◆ You can only be subjected to one mark at a time.
- ◆ A new mark supersedes an old one.
- ◆ A mark ends immediately when its creator dies or falls unconscious.
- ◆ Some powers grant additional effects in addition to the mark; see that power for more information.

- Save Ends
- Until End of  or  Next Turn
- Until Start of  or  Next Turn

MARKED

- ◆ You take a -2 penalty to any attack that does not include the creature who marked you.
- ◆ You can only be subjected to one mark at a time.
- ◆ A new mark supersedes an old one.
- ◆ A mark ends immediately when its creator dies or falls unconscious.
- ◆ Some powers grant additional effects in addition to the mark; see that power for more information.

- Save Ends
- Until End of  or  Next Turn
- Until Start of  or  Next Turn



MONSTER

KNOWLEDGE CHECKS

- ◆ **Action:** No action. You either know or don't know the information.
- ◆ **Difficulty Class:** The DM sets the DC using the monster's level.
- ◆ **Moderate DC:** You identify the monster and knows its origin, type, typical temperament, and keywords.
- ◆ **Hard DC:** You identify the monster's resistances and vulnerabilities, as well as what its powers do.
- ◆ **Failure:** You don't recall any pertinent information.

Aberrant–Dungeoneering • Construct–Arcana
Elemental–Arcana • Fey–Arcana • Immortal–Religion
Natural–Nature • Shadow–Undead • Undead–Religion

MONSTER

KNOWLEDGE CHECKS

- ◆ **Action:** No action. You either know or don't know the information.
- ◆ **Difficulty Class:** The DM sets the DC using the monster's level.
- ◆ **Moderate DC:** You identify the monster and knows its origin, type, typical temperament, and keywords.
- ◆ **Hard DC:** You identify the monster's resistances and vulnerabilities, as well as what its powers do.
- ◆ **Failure:** You don't recall any pertinent information.

Aberrant–Dungeoneering • Construct–Arcana
Elemental–Arcana • Fey–Arcana • Immortal–Religion
Natural–Nature • Shadow–Undead • Undead–Religion

MONSTER

KNOWLEDGE CHECKS

- ◆ **Action:** No action. You either know or don't know the information.
- ◆ **Difficulty Class:** The DM sets the DC using the monster's level.
- ◆ **Moderate DC:** You identify the monster and knows its origin, type, typical temperament, and keywords.
- ◆ **Hard DC:** You identify the monster's resistances and vulnerabilities, as well as what its powers do.
- ◆ **Failure:** You don't recall any pertinent information.

Aberrant–Dungeoneering • Construct–Arcana
Elemental–Arcana • Fey–Arcana • Immortal–Religion
Natural–Nature • Shadow–Undead • Undead–Religion

MONSTER

KNOWLEDGE CHECKS

- ◆ **Action:** No action. You either know or don't know the information.
- ◆ **Difficulty Class:** The DM sets the DC using the monster's level.
- ◆ **Moderate DC:** You identify the monster and knows its origin, type, typical temperament, and keywords.
- ◆ **Hard DC:** You identify the monster's resistances and vulnerabilities, as well as what its powers do.
- ◆ **Failure:** You don't recall any pertinent information.

Aberrant–Dungeoneering • Construct–Arcana
Elemental–Arcana • Fey–Arcana • Immortal–Religion
Natural–Nature • Shadow–Undead • Undead–Religion

MONSTER

KNOWLEDGE CHECKS

- ◆ **Action:** No action. You either know or don't know the information.
- ◆ **Difficulty Class:** The DM sets the DC using the monster's level.
- ◆ **Moderate DC:** You identify the monster and knows its origin, type, typical temperament, and keywords.
- ◆ **Hard DC:** You identify the monster's resistances and vulnerabilities, as well as what its powers do.
- ◆ **Failure:** You don't recall any pertinent information.

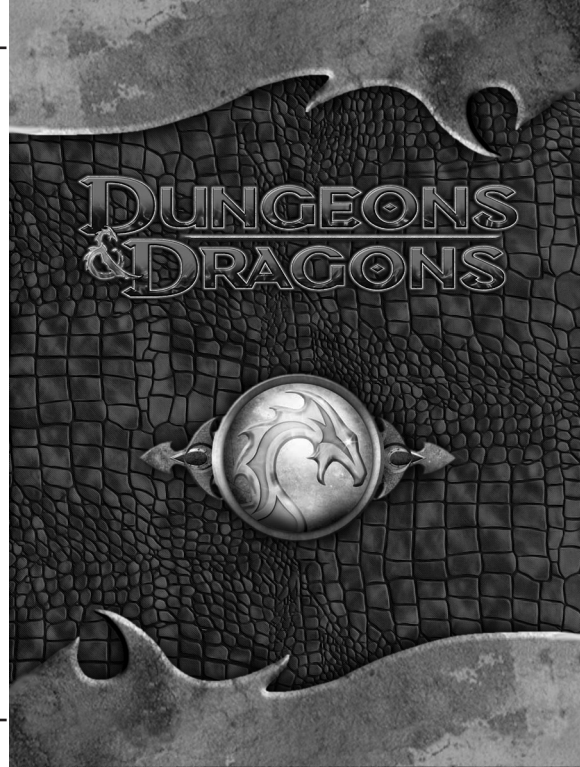
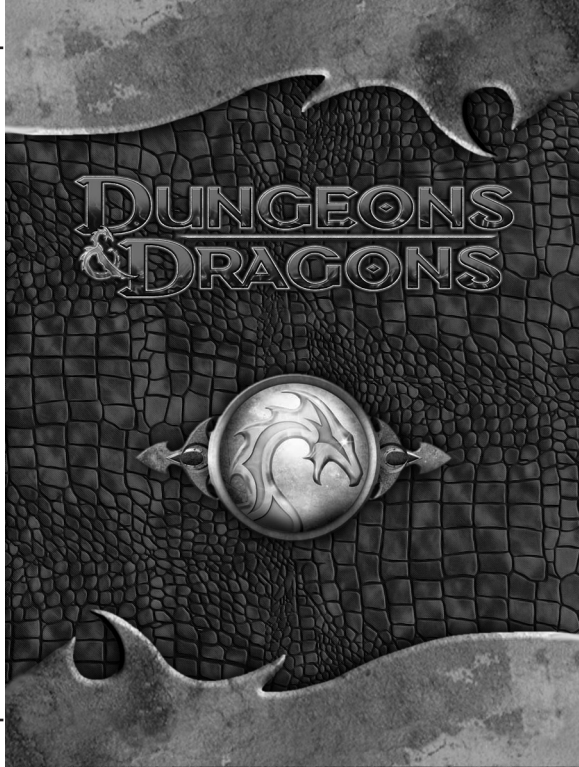
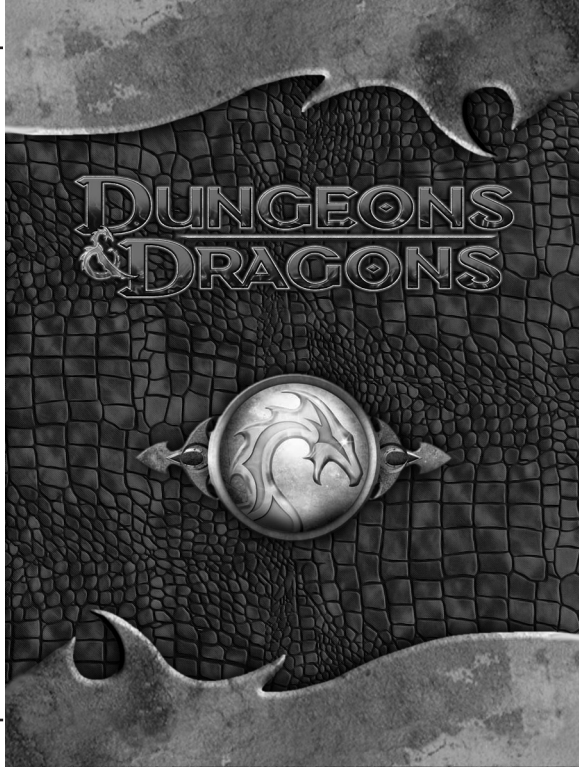
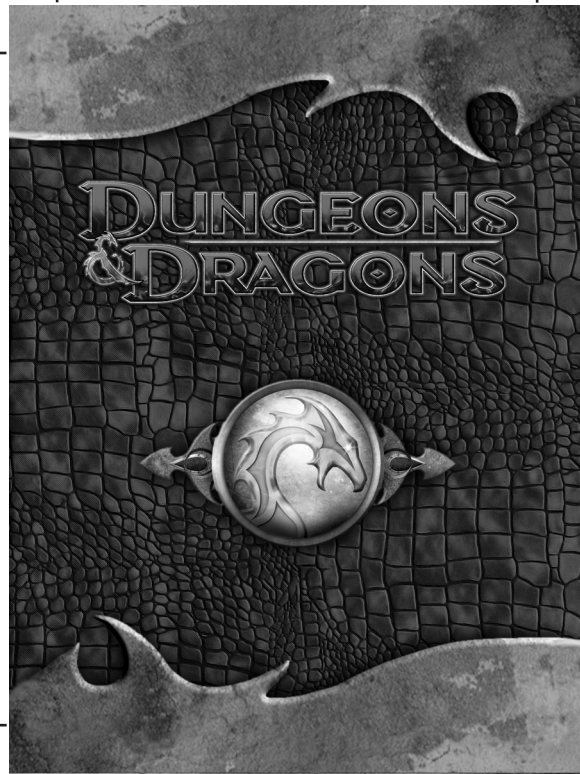
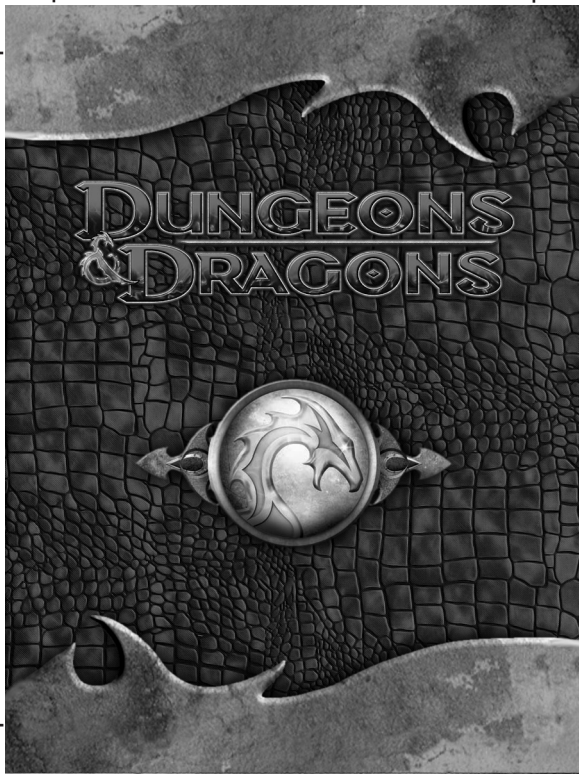
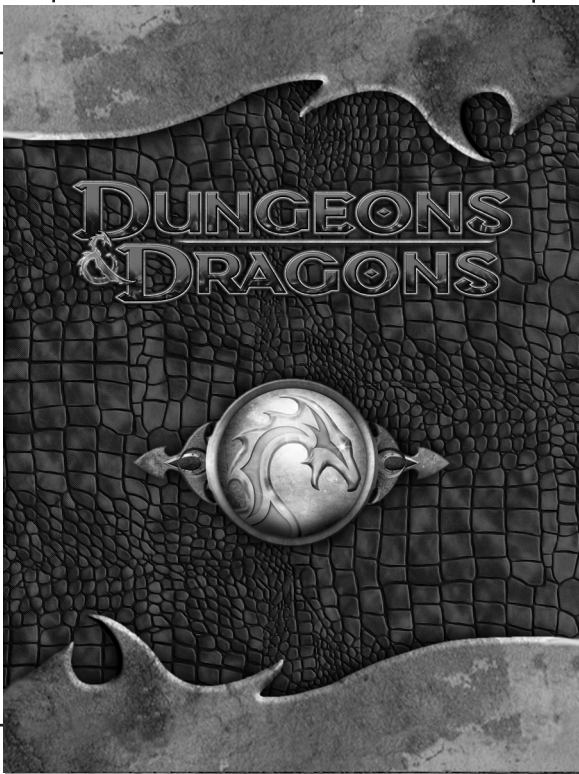
Aberrant–Dungeoneering • Construct–Arcana
Elemental–Arcana • Fey–Arcana • Immortal–Religion
Natural–Nature • Shadow–Undead • Undead–Religion

MONSTER

KNOWLEDGE CHECKS

- ◆ **Action:** No action. You either know or don't know the information.
- ◆ **Difficulty Class:** The DM sets the DC using the monster's level.
- ◆ **Moderate DC:** You identify the monster and knows its origin, type, typical temperament, and keywords.
- ◆ **Hard DC:** You identify the monster's resistances and vulnerabilities, as well as what its powers do.
- ◆ **Failure:** You don't recall any pertinent information.

Aberrant–Dungeoneering • Construct–Arcana
Elemental–Arcana • Fey–Arcana • Immortal–Religion
Natural–Nature • Shadow–Undead • Undead–Religion



ONGOING DAMAGE

- ◆ You are taking ongoing damage.
- ◆ Save ends.

Amount

Type

ONGOING DAMAGE

- ◆ You are taking ongoing damage.
- ◆ Save ends.

Amount

Type

ONGOING DAMAGE

- ◆ You are taking ongoing damage.
- ◆ Save ends.

Amount

Type

ONGOING DAMAGE

- ◆ You are taking ongoing damage.
- ◆ Save ends.

Amount

Type

ONGOING DAMAGE

- ◆ You are taking ongoing damage.
- ◆ Save ends.

Amount

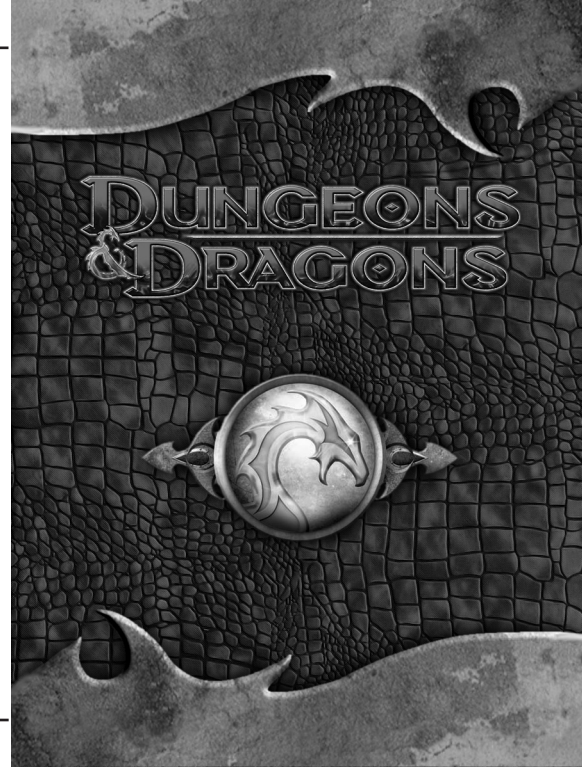
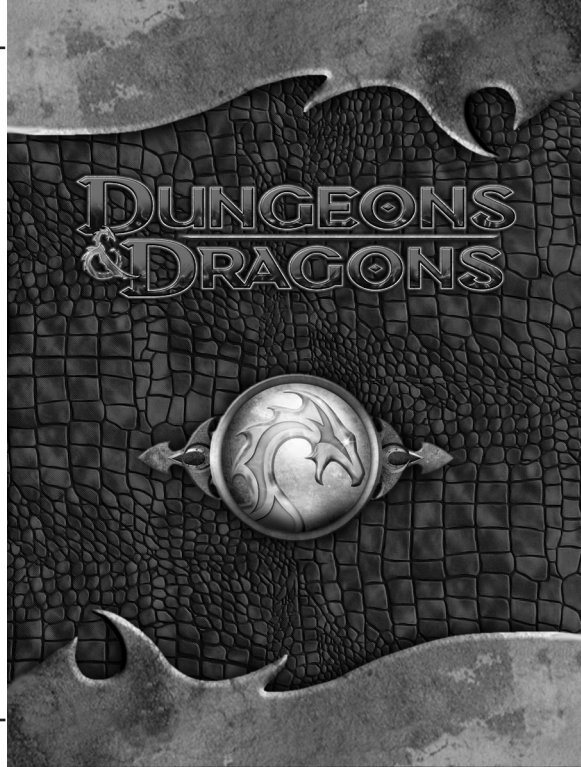
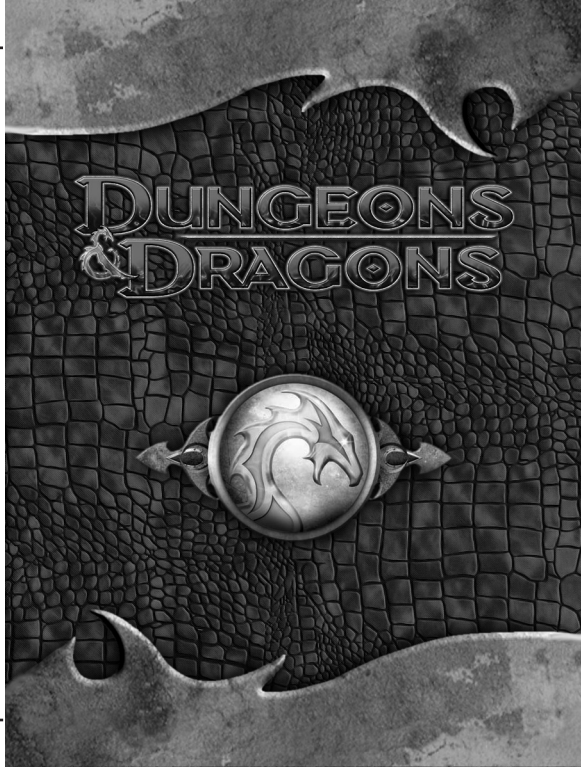
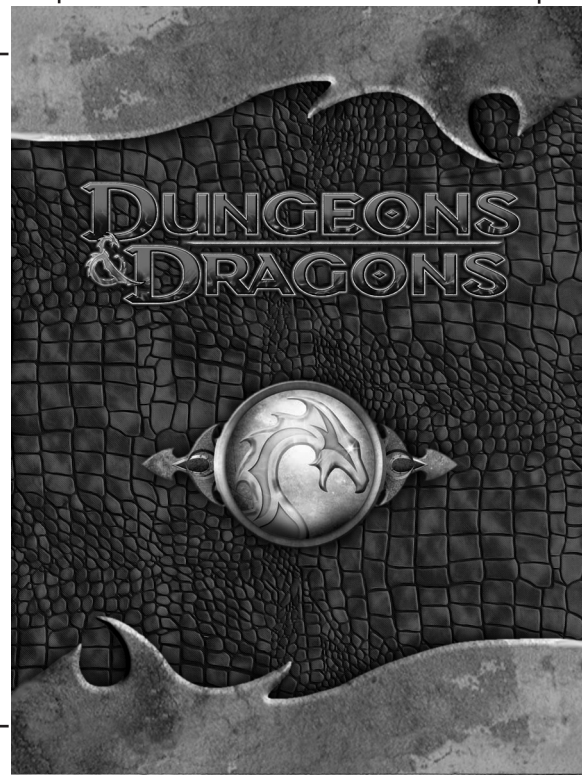
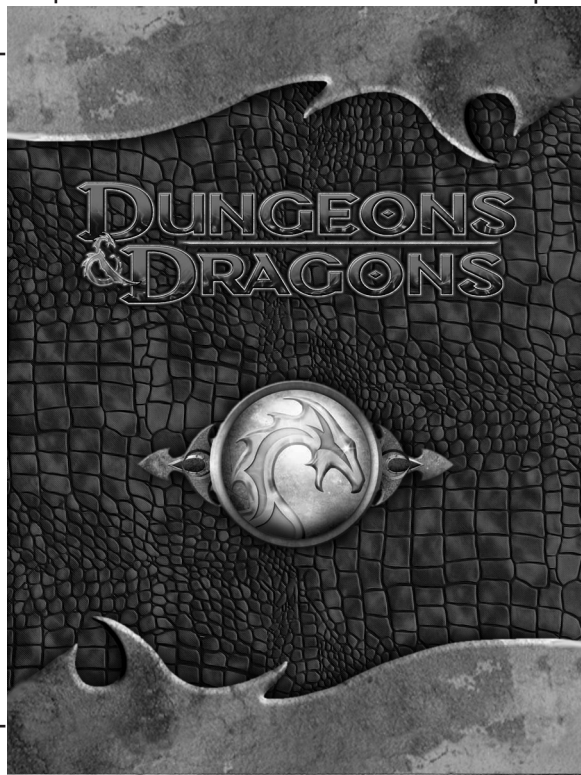
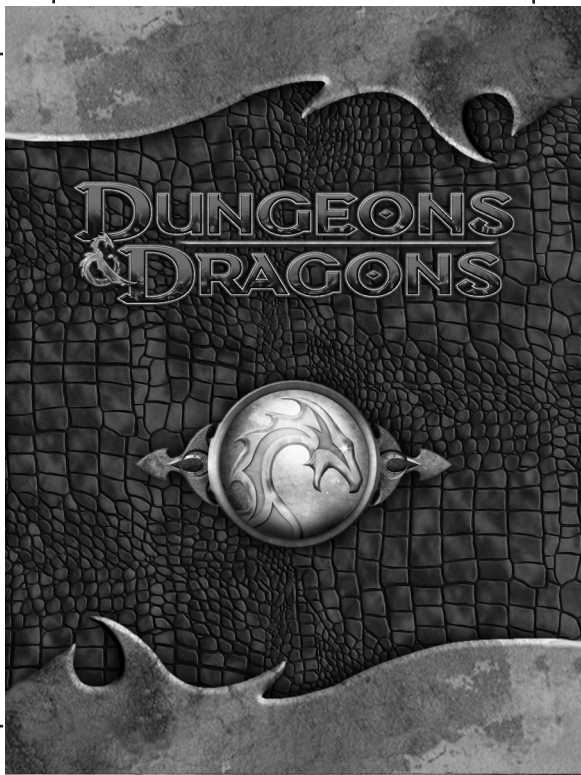
Type

ONGOING DAMAGE



- ◆ You are taking ongoing damage.
- ◆ Save ends.

Amount



Type





PETRIFIED

- ◆ You are **Unconscious**.
 - ◆ You can't take actions.
 - ◆ You can't flank.
 - ◆ You are unaware of your surroundings.
- ◆ You are **Helpless**.
 - ◆ You can be the target of a coup de grace.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ You gain resist 20 to all damage.
- ◆ You do not age.
 - Save Ends End of Encounter
 - Until End of  or Next Turn
 - Until Start of  or Next Turn



PETRIFIED

- ◆ You are **Unconscious**.
 - ◆ You can't take actions.
 - ◆ You can't flank.
 - ◆ You are unaware of your surroundings.
- ◆ You are **Helpless**.
 - ◆ You can be the target of a coup de grace.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ You gain resist 20 to all damage.
- ◆ You do not age.
 - Save Ends End of Encounter
 - Until End of  or Next Turn
 - Until Start of  or Next Turn



PETRIFIED

- ◆ You are **Unconscious**.
 - ◆ You can't take actions.
 - ◆ You can't flank.
 - ◆ You are unaware of your surroundings.
- ◆ You are **Helpless**.
 - ◆ You can be the target of a coup de grace.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ You gain resist 20 to all damage.
- ◆ You do not age.
 - Save Ends End of Encounter
 - Until End of  or Next Turn
 - Until Start of  or Next Turn



PETRIFIED

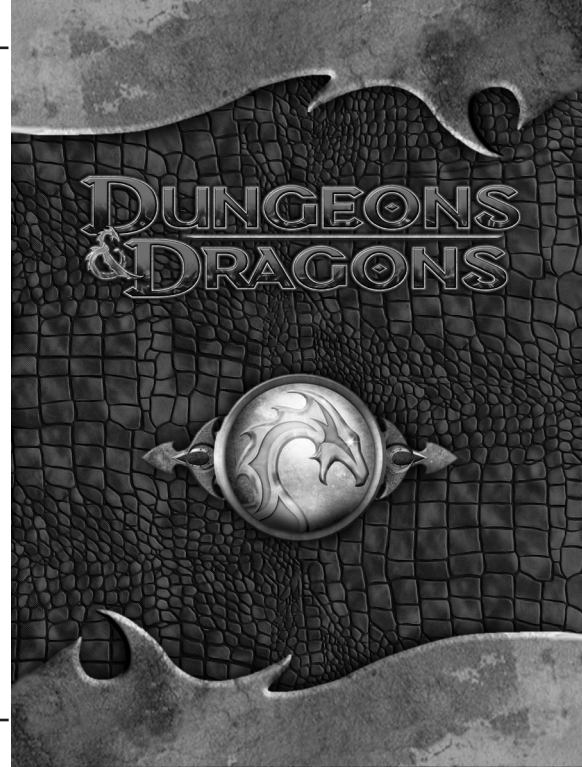
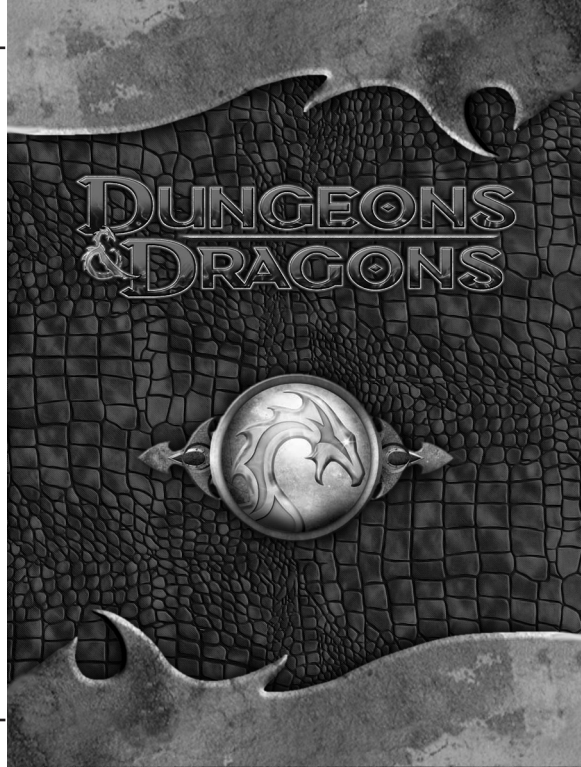
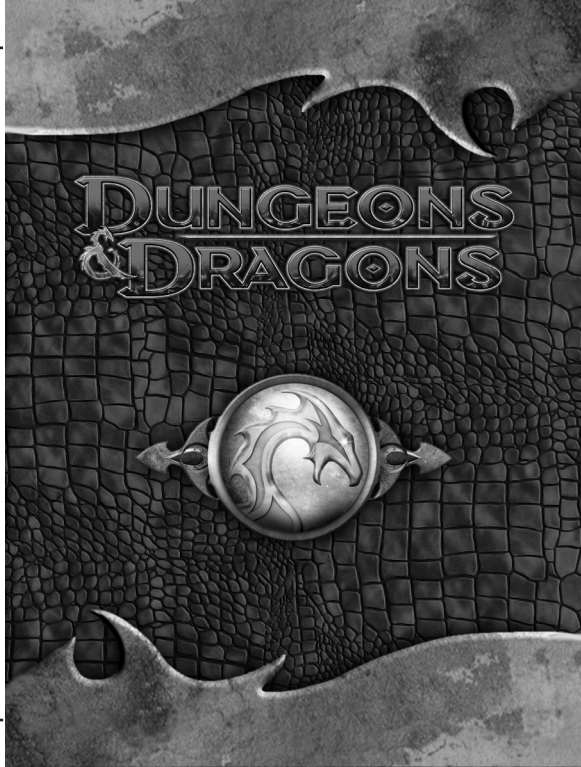
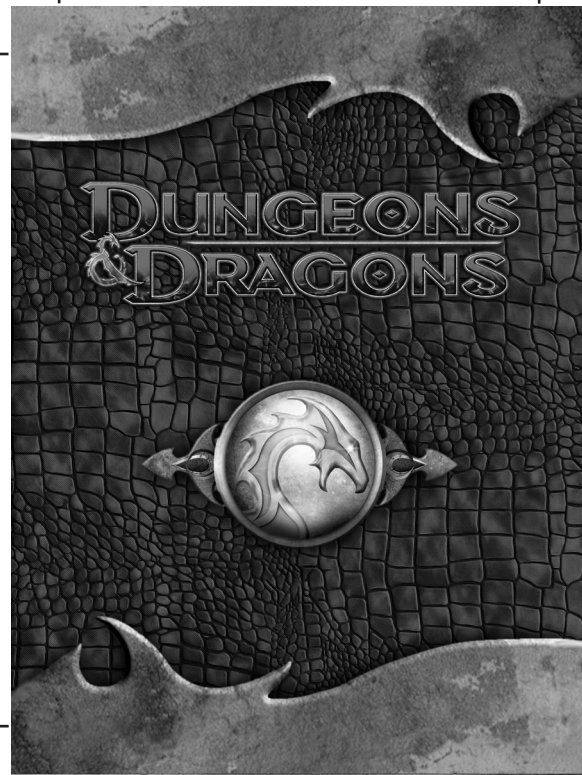
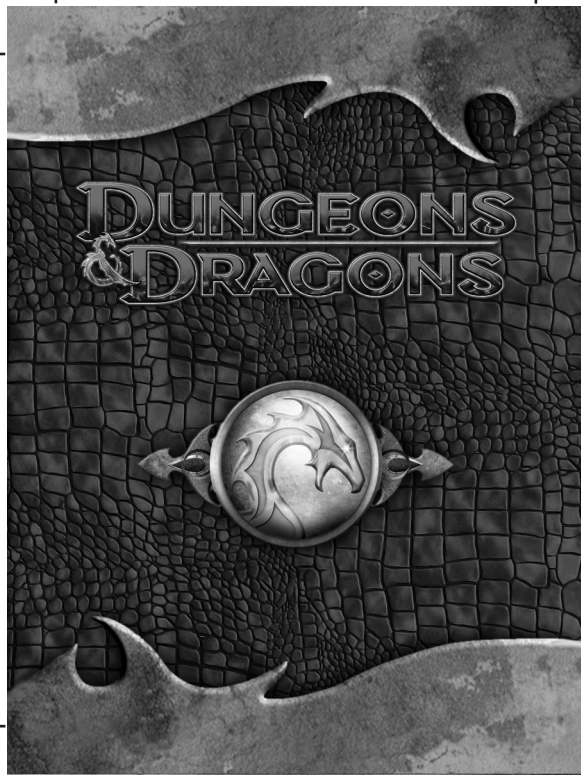
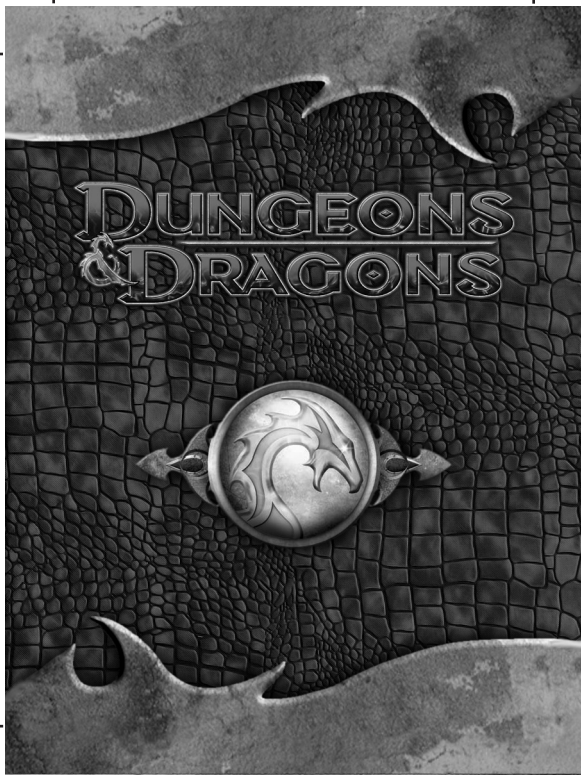
- ◆ You are **Unconscious**.
 - ◆ You can't take actions.
 - ◆ You can't flank.
 - ◆ You are unaware of your surroundings.
- ◆ You are **Helpless**.
 - ◆ You can be the target of a coup de grace.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ You gain resist 20 to all damage.
- ◆ You do not age.
 - Save Ends End of Encounter
 - Until End of  or Next Turn
 - Until Start of  or Next Turn

PETRIFIED

- ◆ You are **Unconscious**.
 - ◆ You can't take actions.
 - ◆ You can't flank.
 - ◆ You are unaware of your surroundings.
- ◆ You are **Helpless**.
 - ◆ You can be the target of a coup de grace.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ You gain resist 20 to all damage.
- ◆ You do not age.
 - Save Ends End of Encounter
 - Until End of  or Next Turn
 - Until Start of  or Next Turn

PETRIFIED

- ◆ You are **Unconscious**.
 - ◆ You can't take actions.
 - ◆ You can't flank.
 - ◆ You are unaware of your surroundings.
- ◆ You are **Helpless**.
 - ◆ You can be the target of a coup de grace.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ You gain resist 20 to all damage.
- ◆ You do not age.
 - Save Ends End of Encounter
 - Until End of  or Next Turn
 - Until Start of  or Next Turn



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.
 - ◆ Melee attackers gain a +2 bonus to attack rolls made against you.
- ◆ You gain +2 to all defenses against ranged attacks from non-adjacent attackers.
- ◆ You can end this condition by standing up as a move action.
- ◆ A creature can drop prone as a minor action.

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.
 - ◆ Melee attackers gain a +2 bonus to attack rolls made against you.
- ◆ You gain +2 to all defenses against ranged attacks from non-adjacent attackers.
- ◆ You can end this condition by standing up as a move action.
- ◆ A creature can drop prone as a minor action.

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.
 - ◆ Melee attackers gain a +2 bonus to attack rolls made against you.
- ◆ You gain +2 to all defenses against ranged attacks from non-adjacent attackers.
- ◆ You can end this condition by standing up as a move action.
- ◆ A creature can drop prone as a minor action.

PRONE

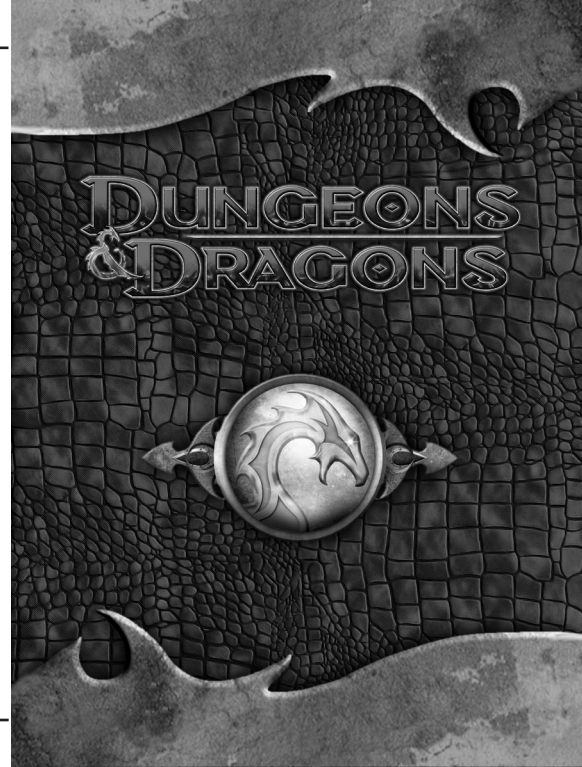
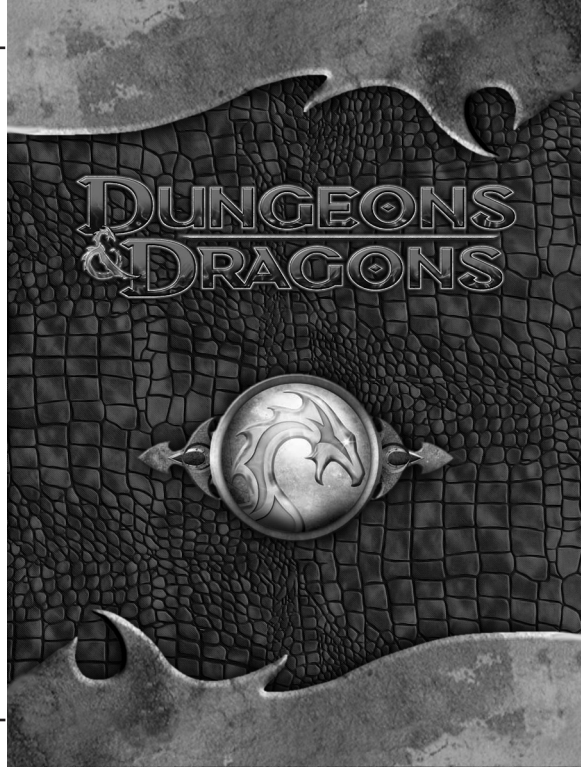
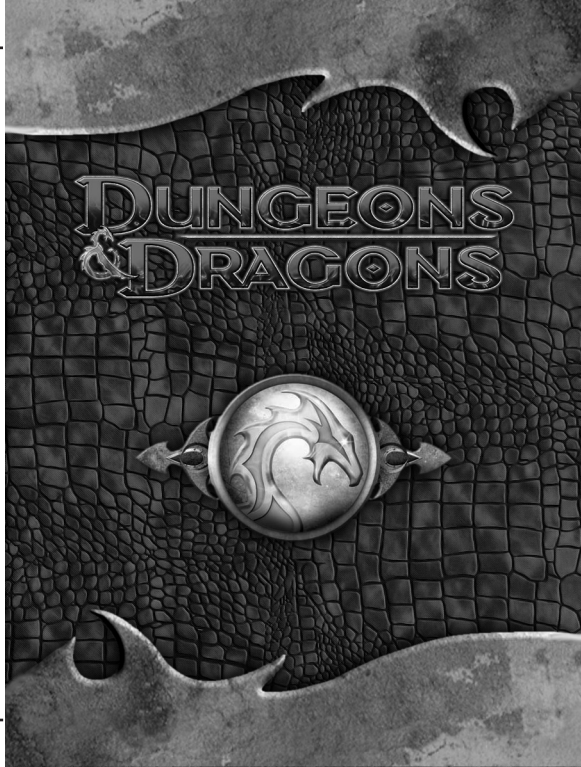
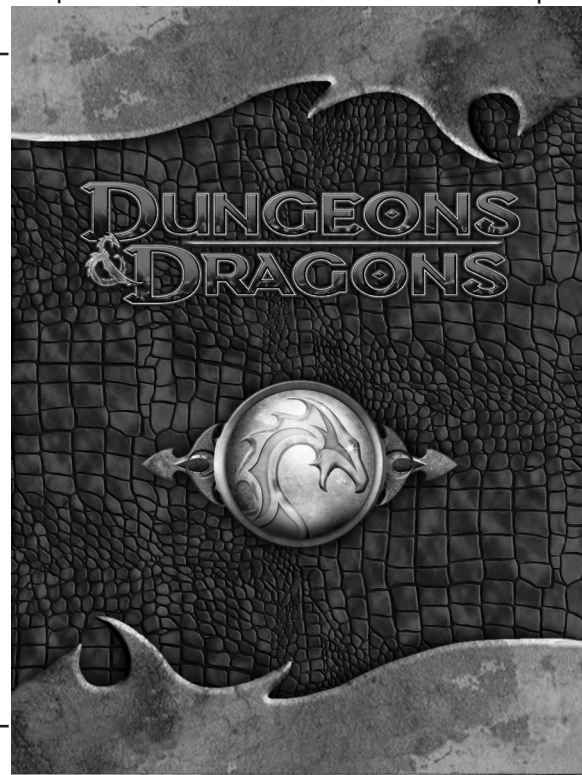
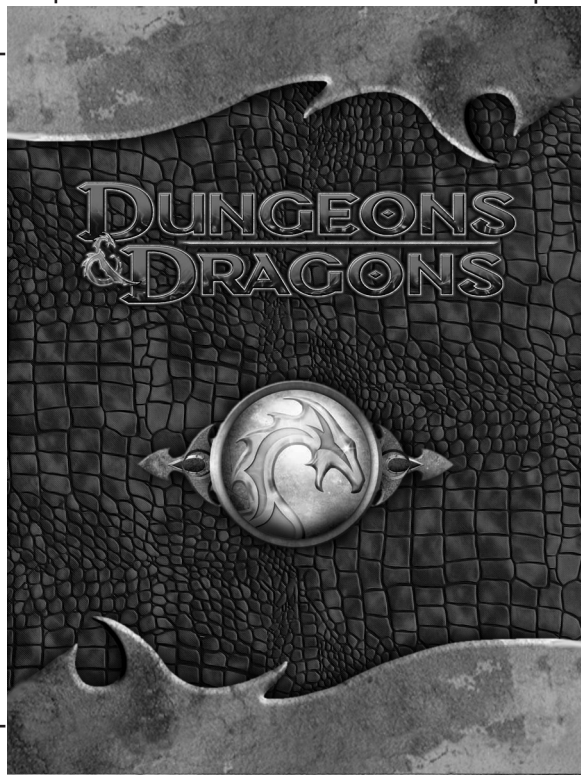
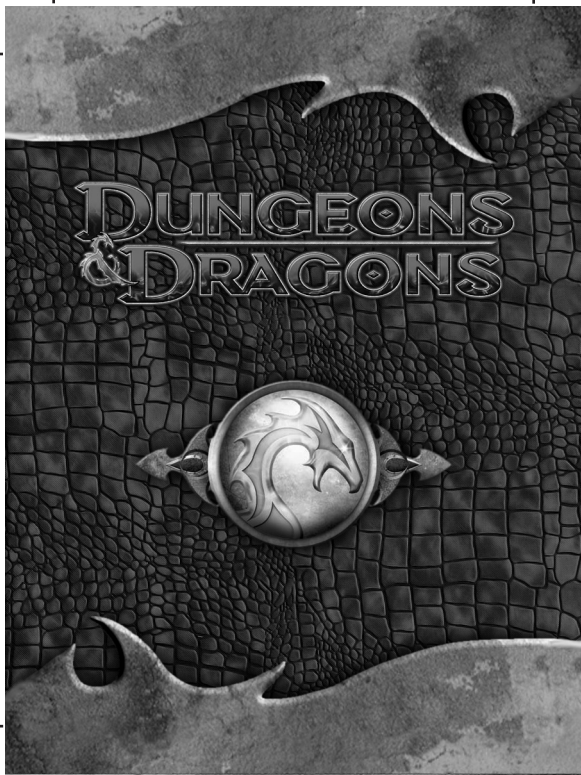
- ◆ You are lying down (if you are climbing or flying, you fall).
- ◆ You can only move by crawling, teleporting, or by forced movement (push, pull, slide).
- ◆ You take a -2 penalty to attack rolls.
- ◆ You grant **Combat Advantage** to melee attackers.
 - ◆ Melee attackers gain a +2 bonus to attack rolls made against you.
- ◆ You gain +2 to all defenses against ranged attacks from non-adjacent attackers.
- ◆ You can end this condition by standing up as a move action.
- ◆ A creature can drop prone as a minor action.

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.
 - ◆ Melee attackers gain a +2 bonus to attack rolls made against you.
- ◆ You gain +2 to all defenses against ranged attacks from non-adjacent attackers.
- ◆ You can end this condition by standing up as a move action.
- ◆ A creature can drop prone as a minor action.

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.
 - ◆ Melee attackers gain a +2 bonus to attack rolls made against you.
- ◆ You gain +2 to all defenses against ranged attacks from non-adjacent attackers.
- ◆ You can end this condition by standing up as a move action.
- ◆ A creature can drop prone as a minor action.



READY

- ◆ You can ready a standard action, a move action, or a minor action.
- ◆ Choose the specific action you are readying and your intended target.
- ◆ Choose the action that will trigger your readied action.
 - ◆ If the trigger doesn't occur or you choose to ignore it, you can't use your readied action and you take your next turn as normal.
- ◆ A readied action is an immediate reaction.
- ◆ After you resolve your readied action, move your place in the initiative order to directly before the creature or the event that triggered your readied action.
- ◆ Ready is a standard action.

READY

- ◆ You can ready a standard action, a move action, or a minor action.
- ◆ Choose the specific action you are readying and your intended target.
- ◆ Choose the action that will trigger your readied action.
 - ◆ If the trigger doesn't occur or you choose to ignore it, you can't use your readied action and you take your next turn as normal.
- ◆ A readied action is an immediate reaction.
- ◆ After you resolve your readied action, move your place in the initiative order to directly before the creature or the event that triggered your readied action.
- ◆ Ready is a standard action.

READY

- ◆ You can ready a standard action, a move action, or a minor action.
- ◆ Choose the specific action you are readying and your intended target.
- ◆ Choose the action that will trigger your readied action.
 - ◆ If the trigger doesn't occur or you choose to ignore it, you can't use your readied action and you take your next turn as normal.
- ◆ A readied action is an immediate reaction.
- ◆ After you resolve your readied action, move your place in the initiative order to directly before the creature or the event that triggered your readied action.
- ◆ Ready is a standard action.

READY

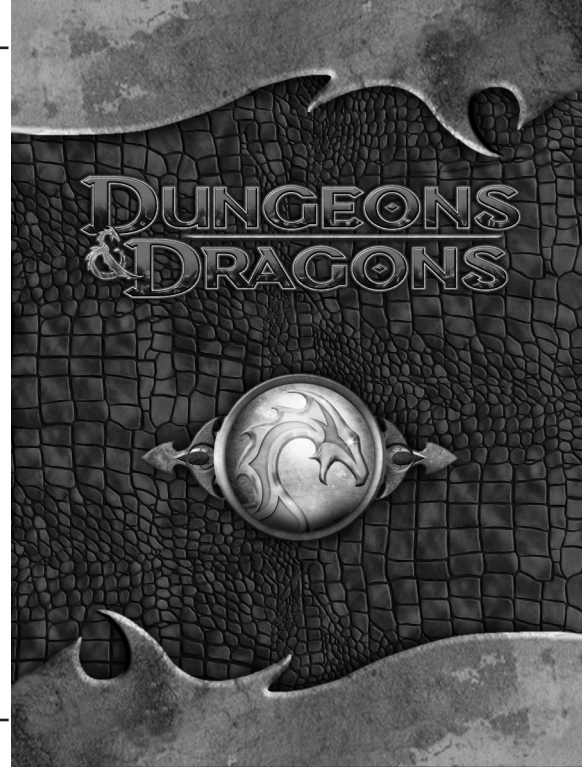
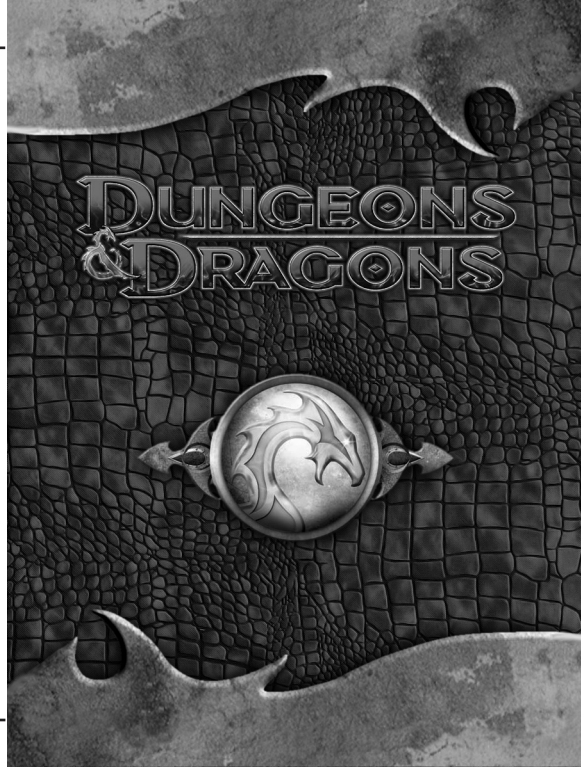
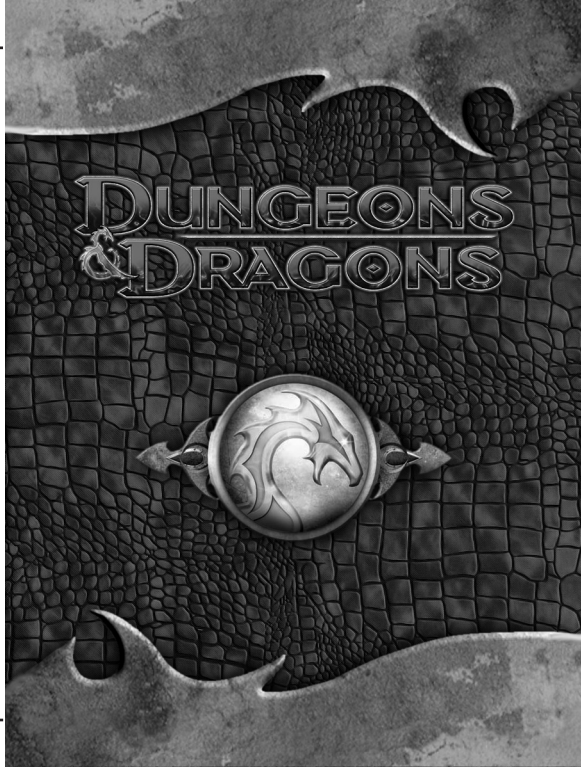
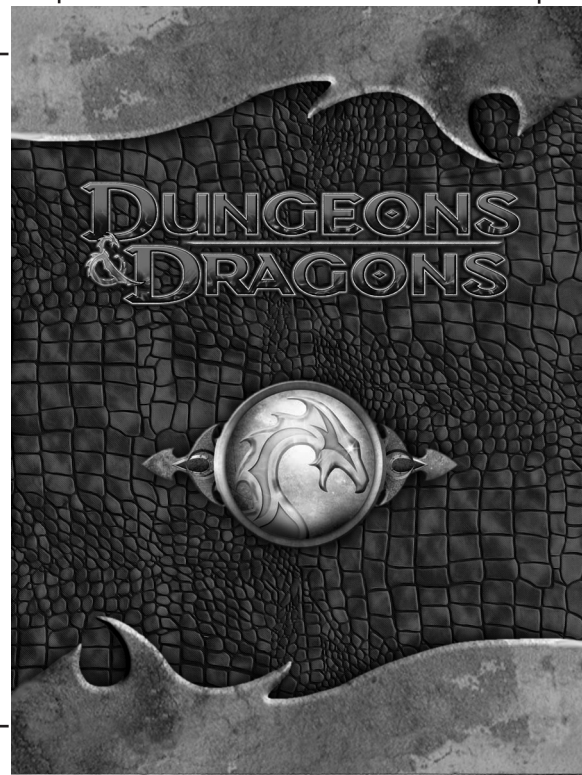
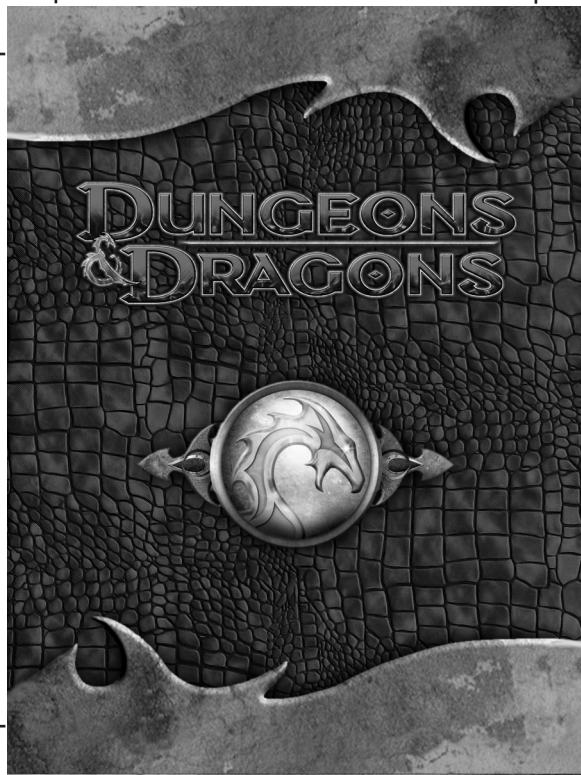
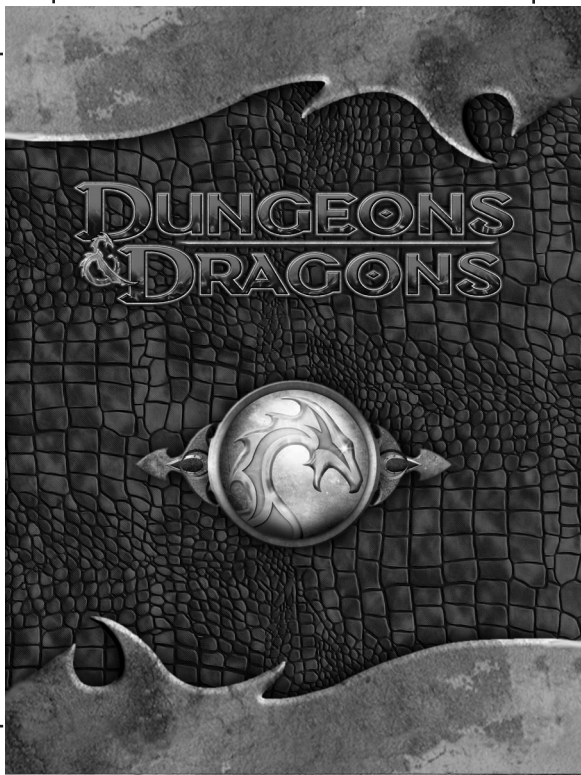
- ◆ You can ready a standard action, a move action, or a minor action.
- ◆ Choose the specific action you are readying and your intended target.
- ◆ Choose the action that will trigger your readied action.
 - ◆ If the trigger doesn't occur or you choose to ignore it, you can't use your readied action and you take your next turn as normal.
- ◆ A readied action is an immediate reaction.
- ◆ After you resolve your readied action, move your place in the initiative order to directly before the creature or the event that triggered your readied action.
- ◆ Ready is a standard action.

READY

- ◆ You can ready a standard action, a move action, or a minor action.
- ◆ Choose the specific action you are readying and your intended target.
- ◆ Choose the action that will trigger your readied action.
 - ◆ If the trigger doesn't occur or you choose to ignore it, you can't use your readied action and you take your next turn as normal.
- ◆ A readied action is an immediate reaction.
- ◆ After you resolve your readied action, move your place in the initiative order to directly before the creature or the event that triggered your readied action.
- ◆ Ready is a standard action.





READY

- ◆ You can ready a standard action, a move action, or a minor action.
- ◆ Choose the specific action you are readying and your intended target.
- ◆ Choose the action that will trigger your readied action.
 - ◆ If the trigger doesn't occur or you choose to ignore it, you can't use your readied action and you take your next turn as normal.
- ◆ A readied action is an immediate reaction.
- ◆ After you resolve your readied action, move your place in the initiative order to directly before the creature or the event that triggered your readied action.
- ◆ Ready is a standard action.







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.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





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.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





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.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





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.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





REMOVED FROM PLAY

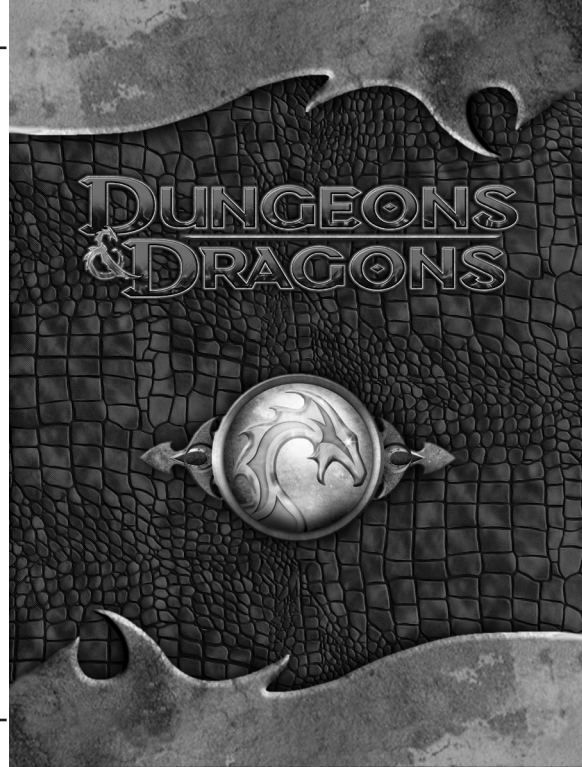
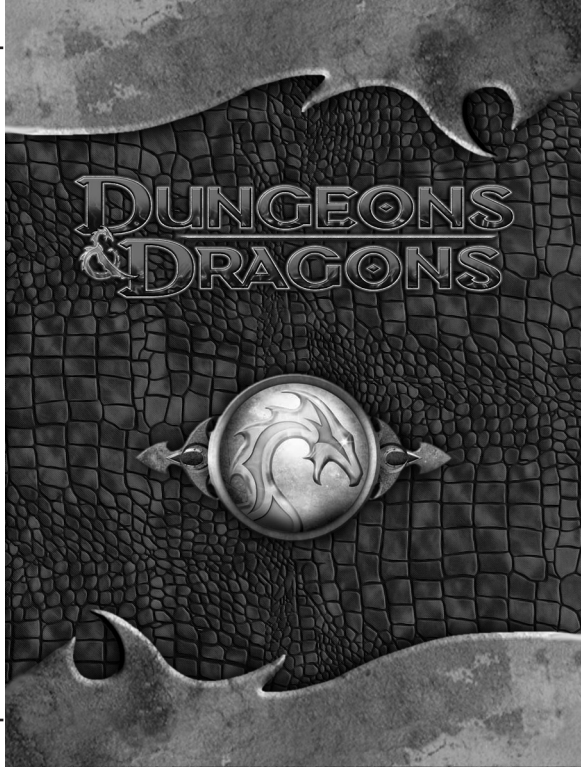
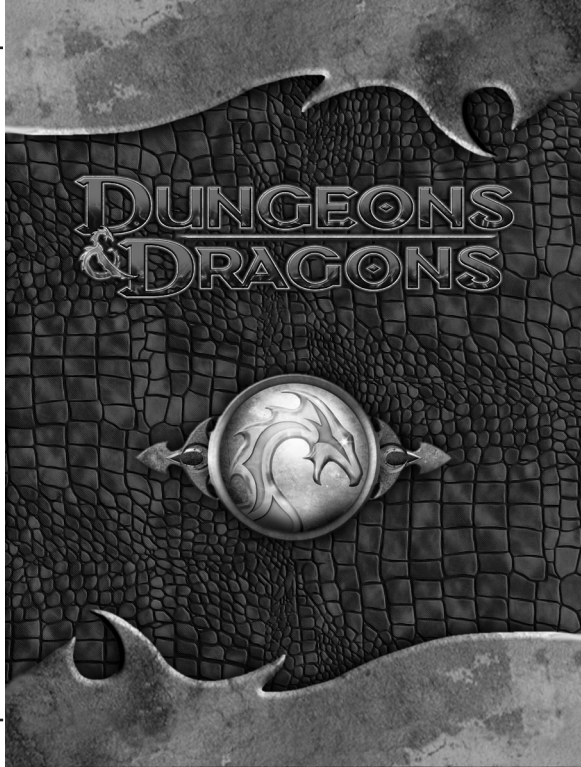
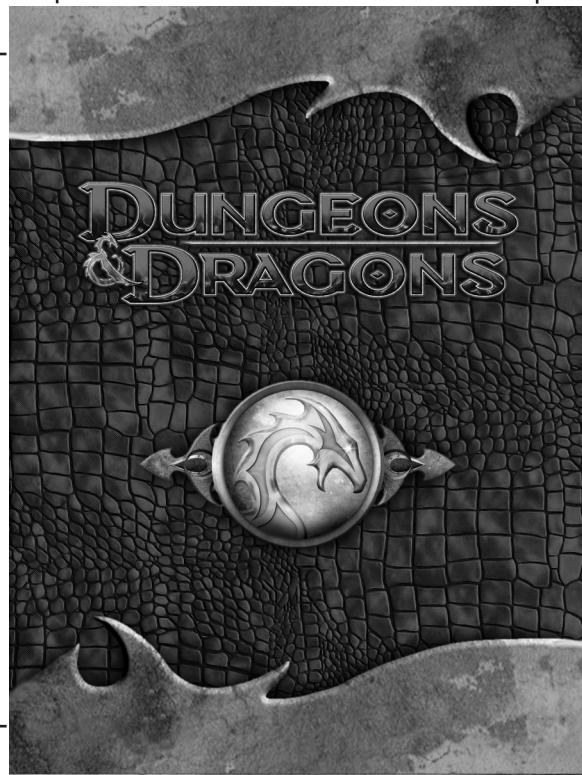
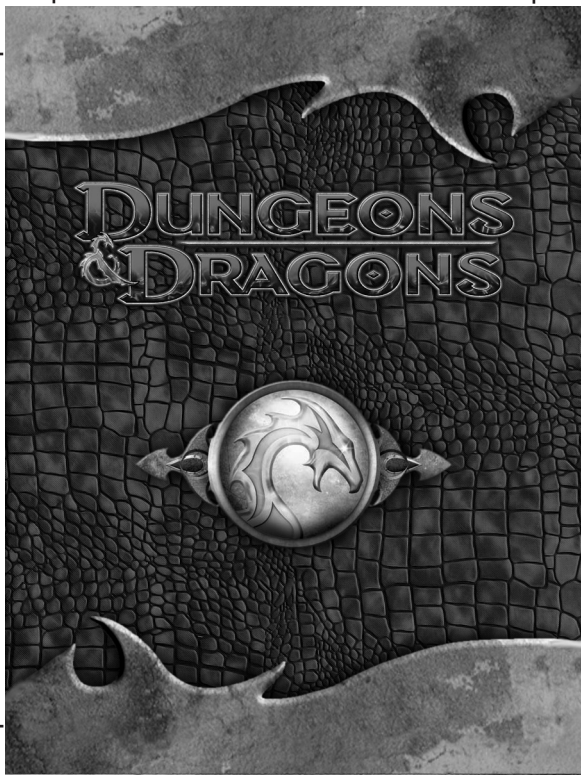
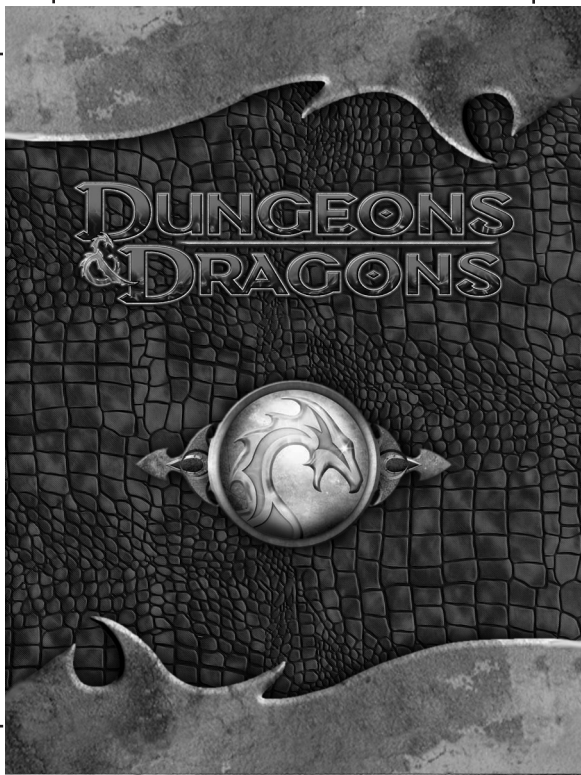
- ◆ You can't take actions.
- ◆ You have neither line of sight nor line of effect to anything.
- ◆ Nothing has line of sight or line of effect to you.
- ◆ Despite being removed from play, your turns start and end as normal.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn

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.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn







RESTRAINED

- ◆ You can't move unless teleported (you can't even be forced to move via push, pull or slide).
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ You take a -2 penalty to attack rolls.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





RESTRAINED

- ◆ 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**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





RESTRAINED

- ◆ 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**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





RESTRAINED

- ◆ 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**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





RESTRAINED

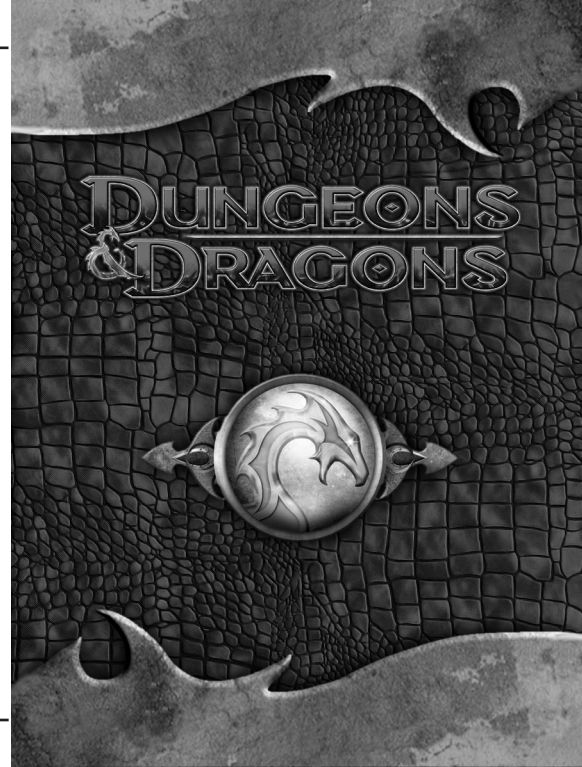
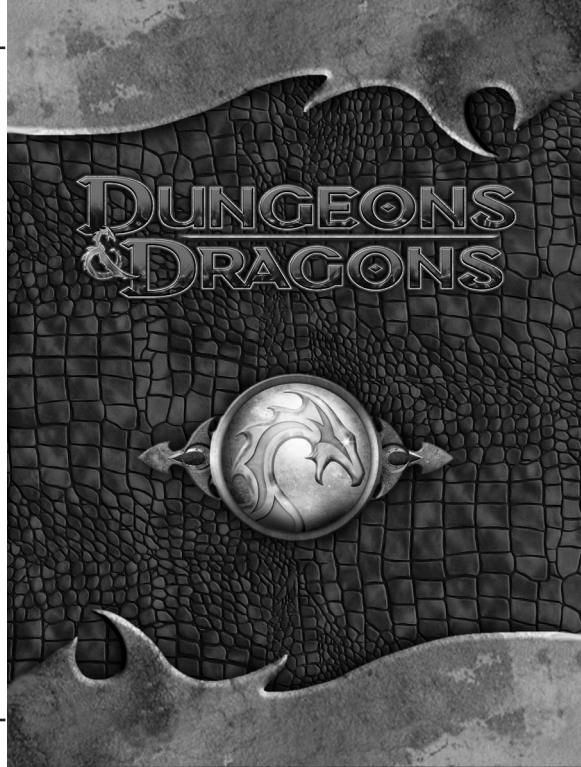
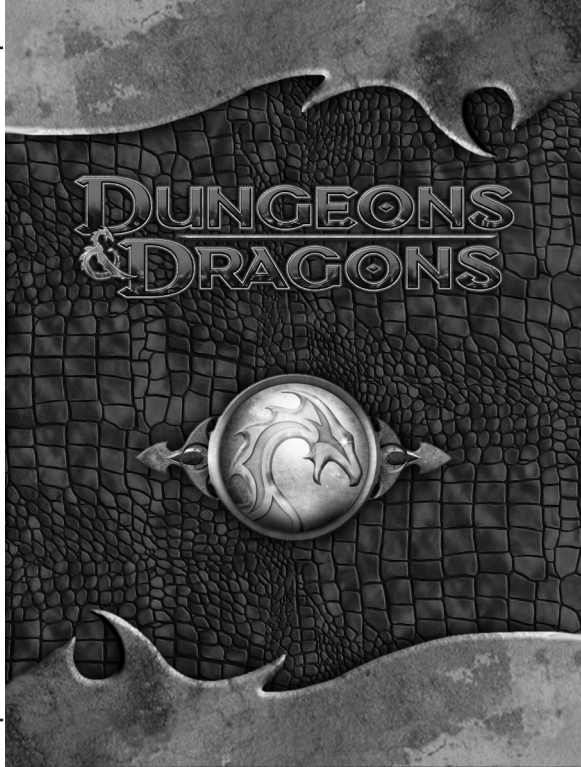
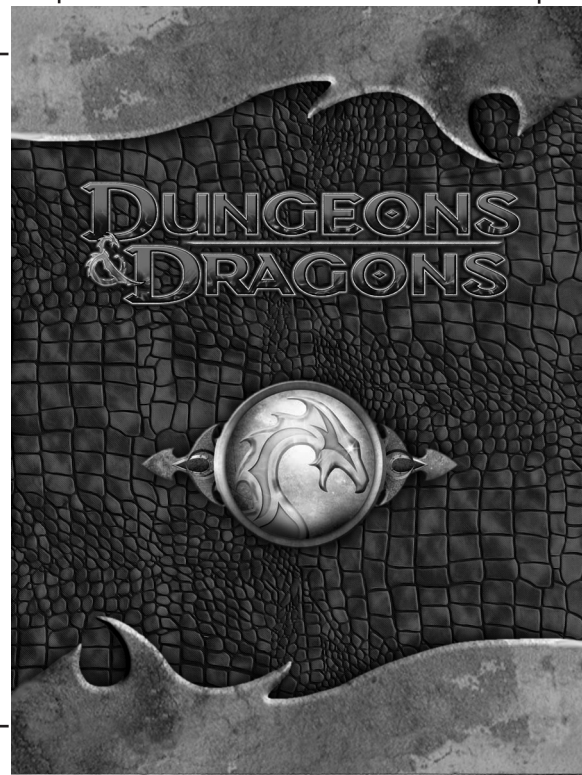
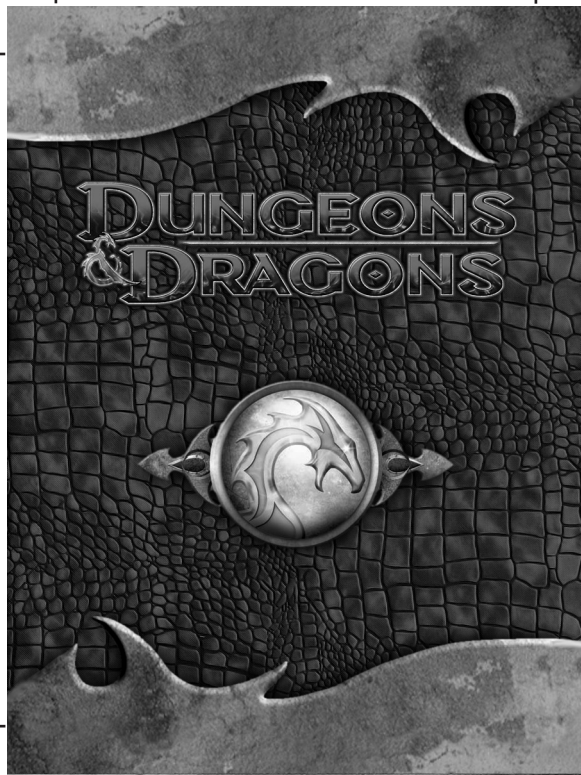
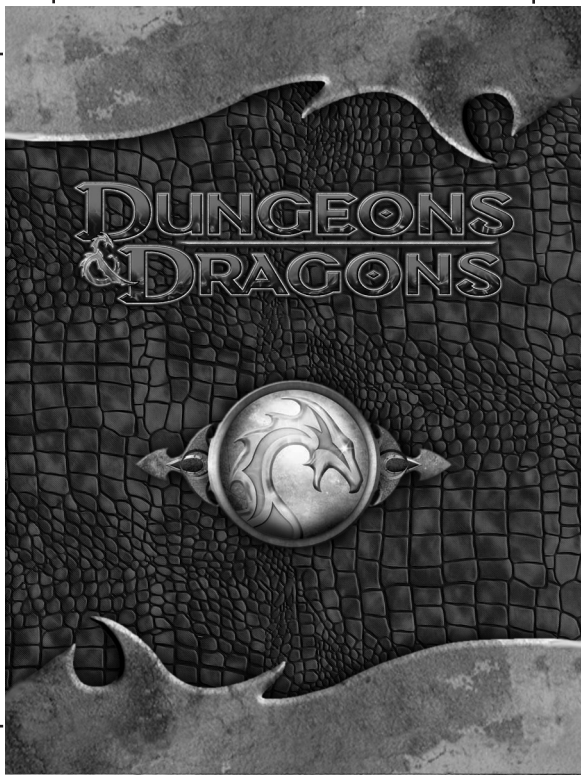
- ◆ You can't move unless teleported (you can't even be forced to move via push, pull or slide).
- ◆ You take a -2 penalty to attack rolls.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn

RESTRAINED

- ◆ 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**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn



RUN

- ◆ Move up to your speed + 2.
- ◆ You take a -5 penalty to attack rolls.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ The effects of this action end at the start of your next turn.
- ◆ Run is a move action.

RUN

- ◆ Move up to your speed + 2.
- ◆ You take a -5 penalty to attack rolls.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ The effects of this action end at the start of your next turn.
- ◆ Run is a move action.

RUN

- ◆ Move up to your speed + 2.
- ◆ You take a -5 penalty to attack rolls.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ The effects of this action end at the start of your next turn.
- ◆ Run is a move action.

RUN

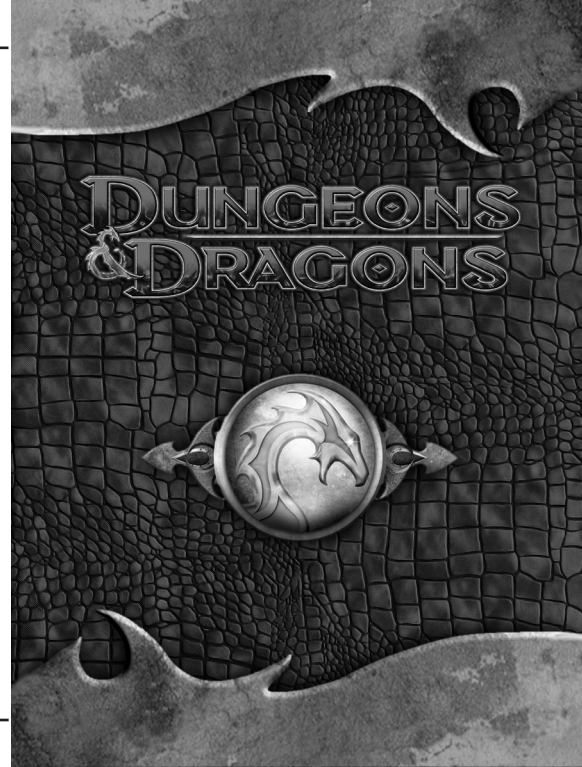
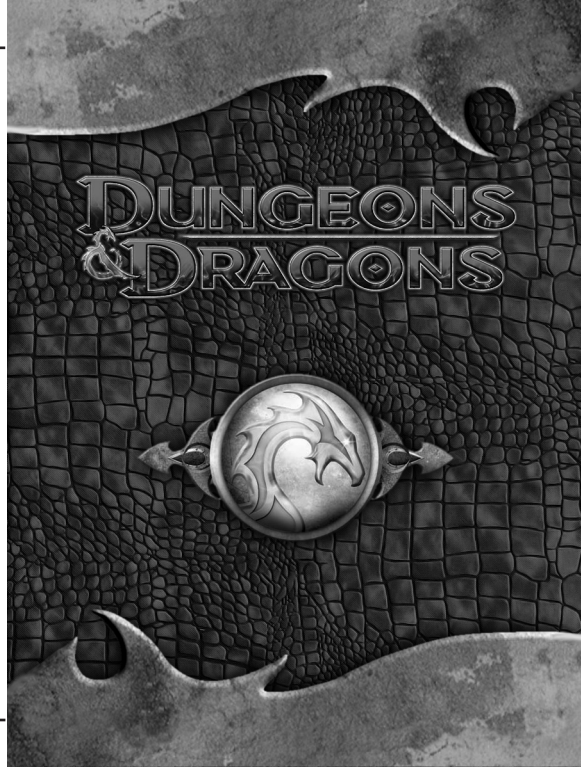
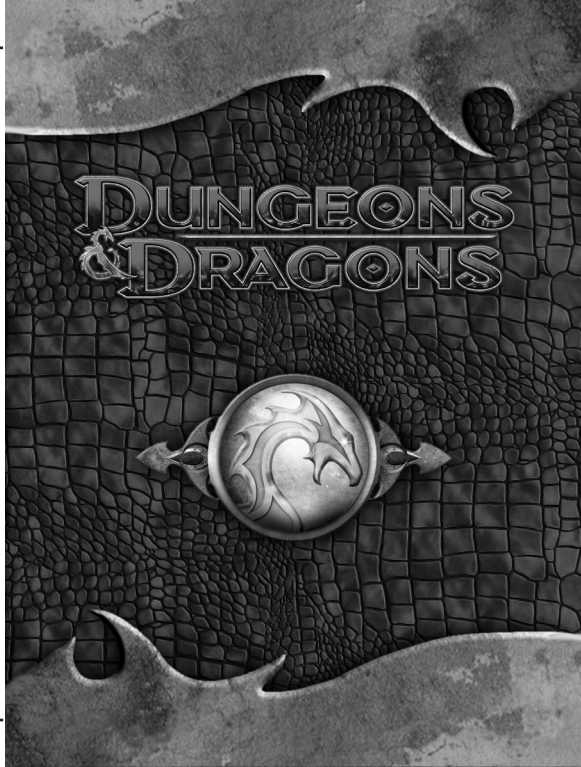
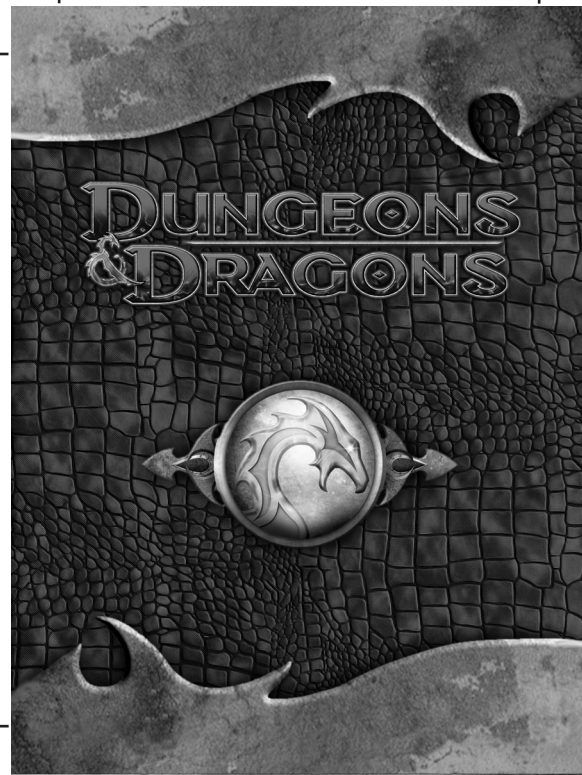
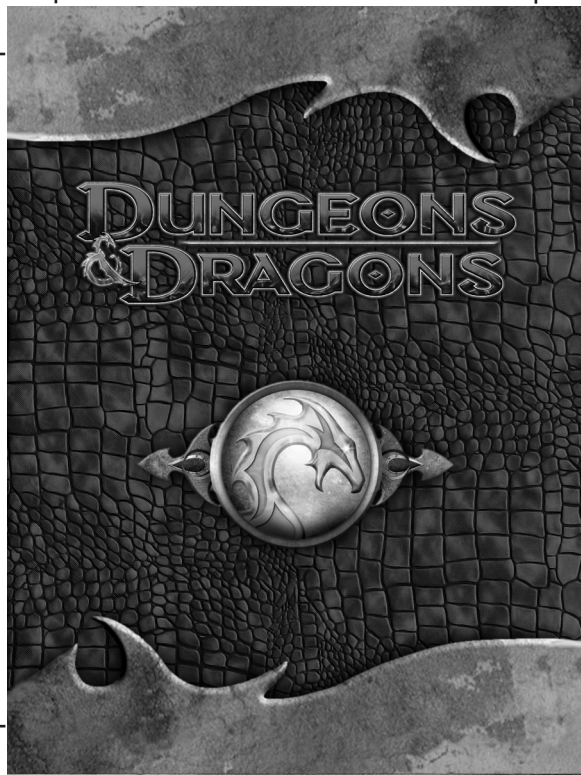
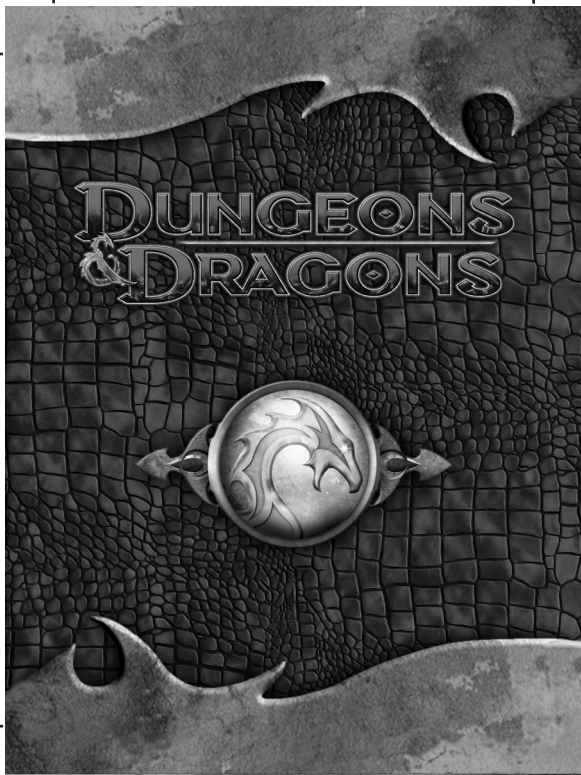
- ◆ Move up to your speed + 2.
- ◆ You take a -5 penalty to attack rolls.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ The effects of this action end at the start of your next turn.
- ◆ Run is a move action.

RUN

- ◆ Move up to your speed + 2.
- ◆ You take a -5 penalty to attack rolls.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ The effects of this action end at the start of your next turn.
- ◆ Run is a move action.

RUN

- ◆ Move up to your speed + 2.
- ◆ You take a -5 penalty to attack rolls.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ The effects of this action end at the start of your next turn.
- ◆ Run is a move action.



SECOND WIND

- ◆ Spend a healing surge to regain hit points.
- ◆ You gain a +2 bonus to all defenses.
- ◆ The effects of this action end at the start of your next turn.
- ◆ Second Wind is a standard action.

SECOND WIND

- ◆ Spend a healing surge to regain hit points.
- ◆ You gain a +2 bonus to all defenses.
- ◆ The effects of this action end at the start of your next turn.
- ◆ Second Wind is a standard action.

SECOND WIND

- ◆ Spend a healing surge to regain hit points.
- ◆ You gain a +2 bonus to all defenses.
- ◆ The effects of this action end at the start of your next turn.
- ◆ Second Wind is a standard action.

SECOND WIND

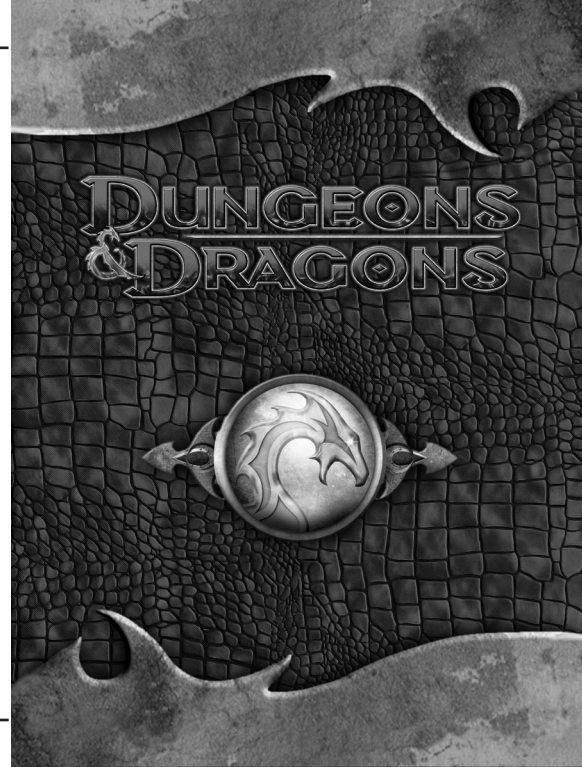
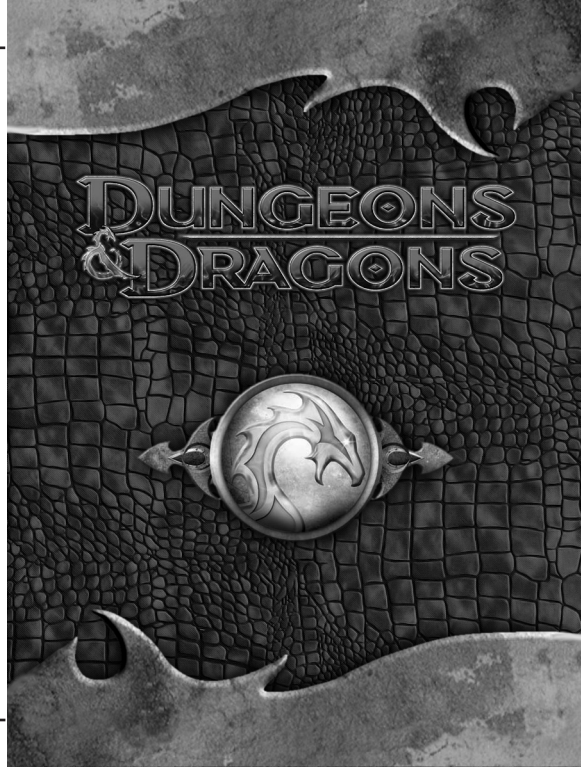
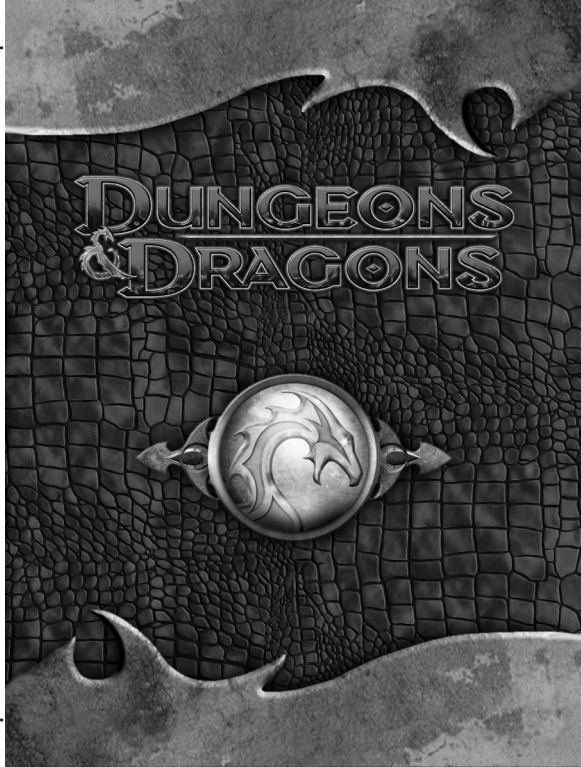
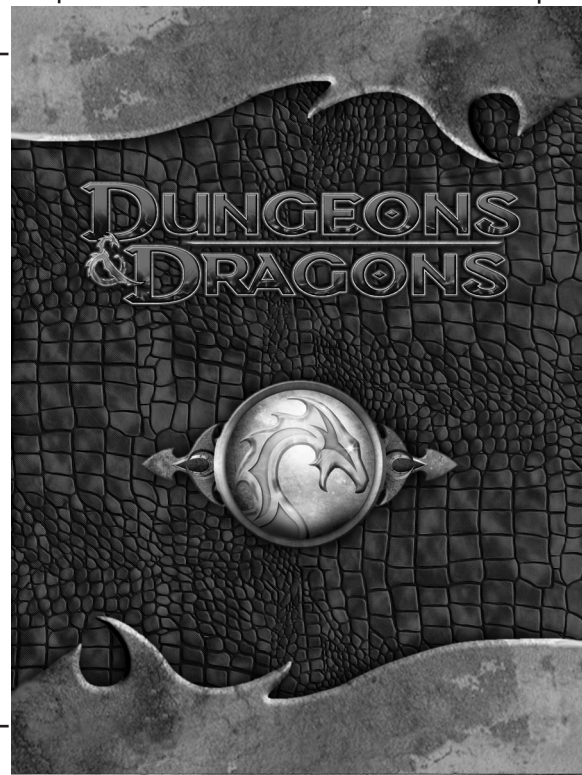
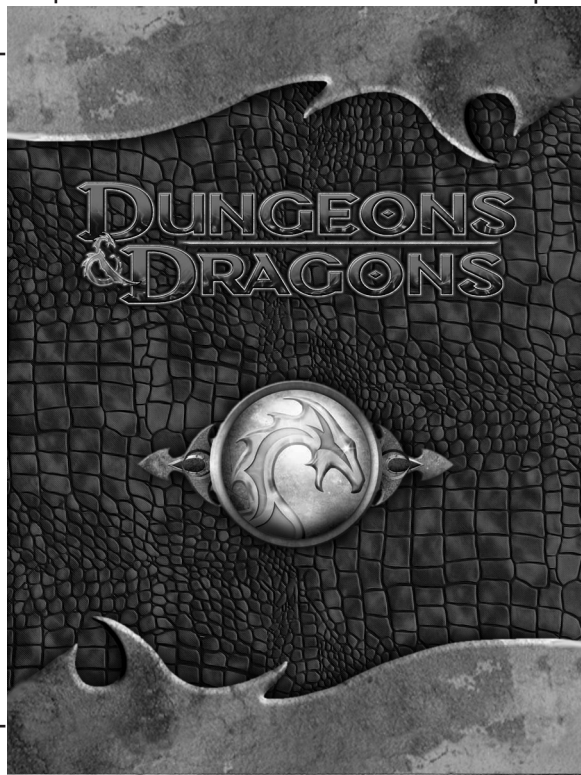
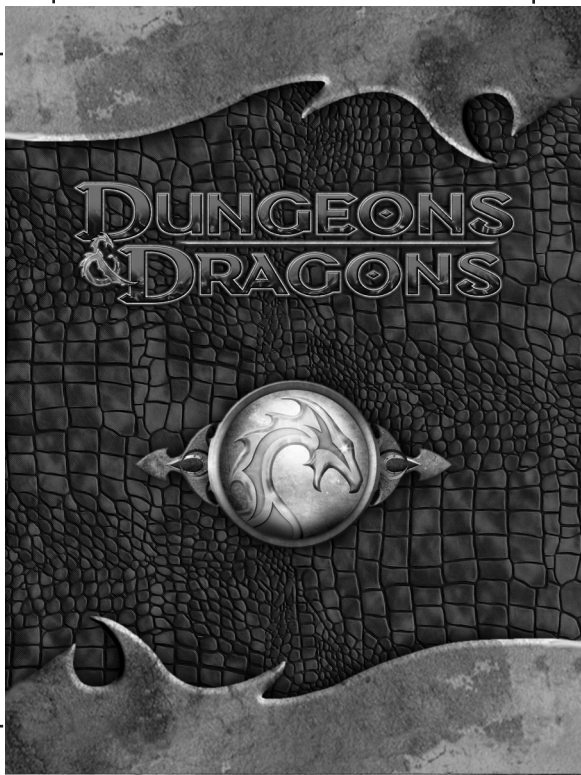
- ◆ Spend a healing surge to regain hit points.
- ◆ You gain a +2 bonus to all defenses.
- ◆ The effects of this action end at the start of your next turn.
- ◆ Second Wind is a standard action.

SECOND WIND

- ◆ Spend a healing surge to regain hit points.
- ◆ You gain a +2 bonus to all defenses.
- ◆ The effects of this action end at the start of your next turn.
- ◆ Second Wind is a standard action.





SECOND WIND

- ◆ Spend a healing surge to regain hit points.
- ◆ You gain a +2 bonus to all defenses.
- ◆ The effects of this action end at the start of your next turn.
- ◆ Second Wind is a standard action.







SLOWED

- ◆ Your speed becomes 2.
- ◆ 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 bonuses to speed, although you can take actions, such as the run action, that allow you to move farther than your speed.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





SLOWED

- ◆ Your speed becomes 2. 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 bonuses to speed, although you can take actions, such as the run action, that allow you to move farther than your speed.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





SLOWED

- ◆ Your speed becomes 2. 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 bonuses to speed, although you can take actions, such as the run action, that allow you to move farther than your speed.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





SLOWED

- ◆ Your speed becomes 2. 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 bonuses to speed, although you can take actions, such as the run action, that allow you to move farther than your speed.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





SLOWED

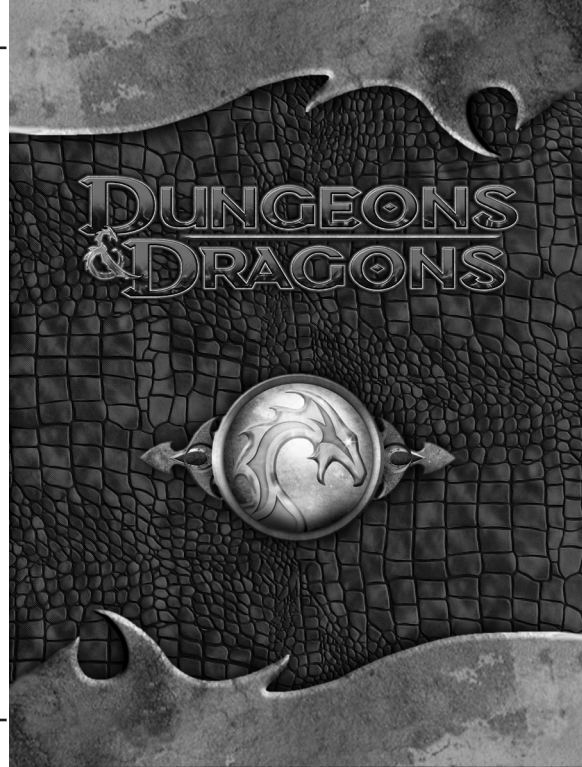
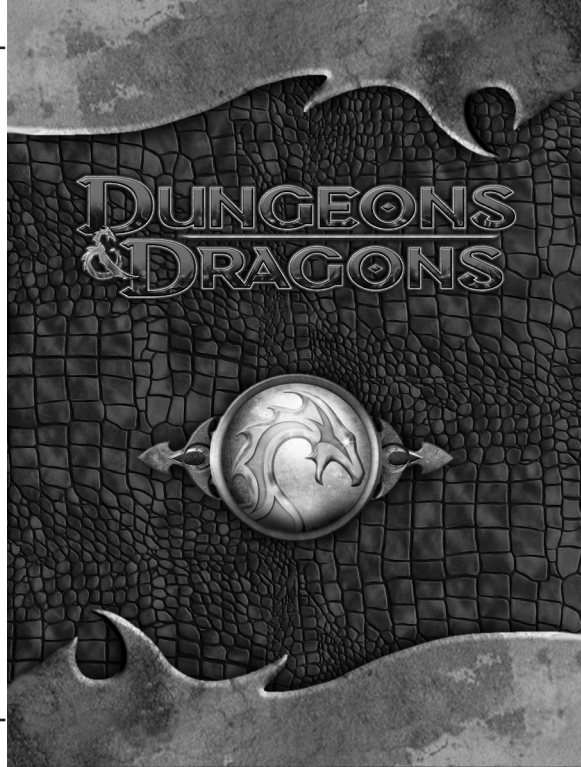
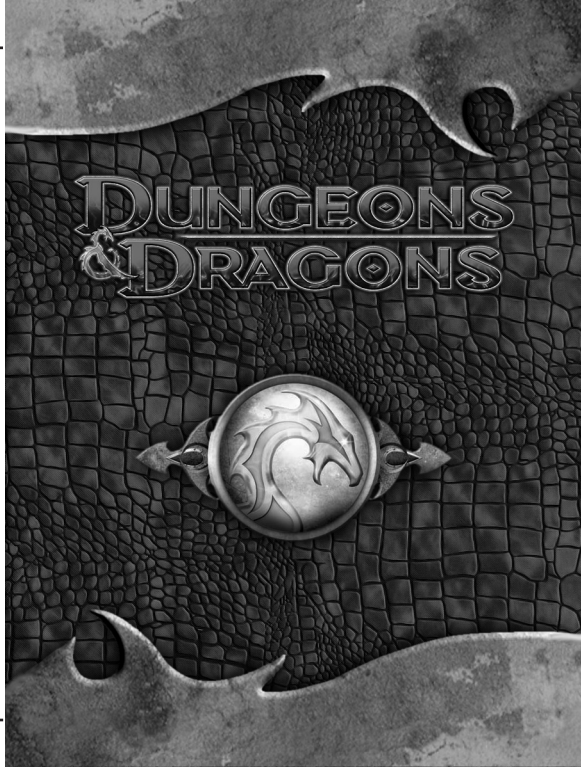
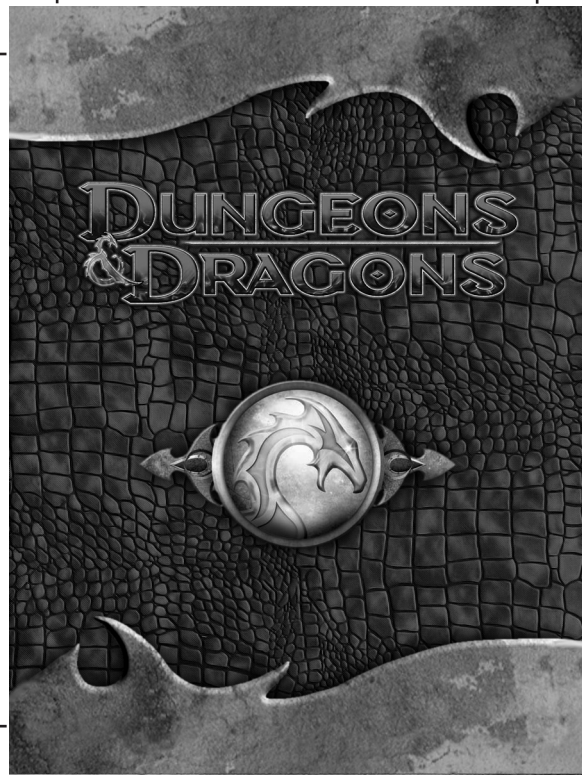
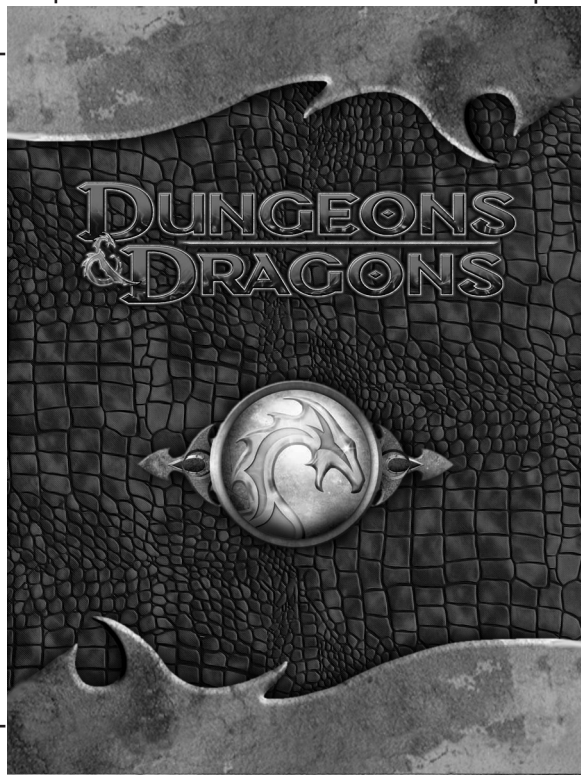
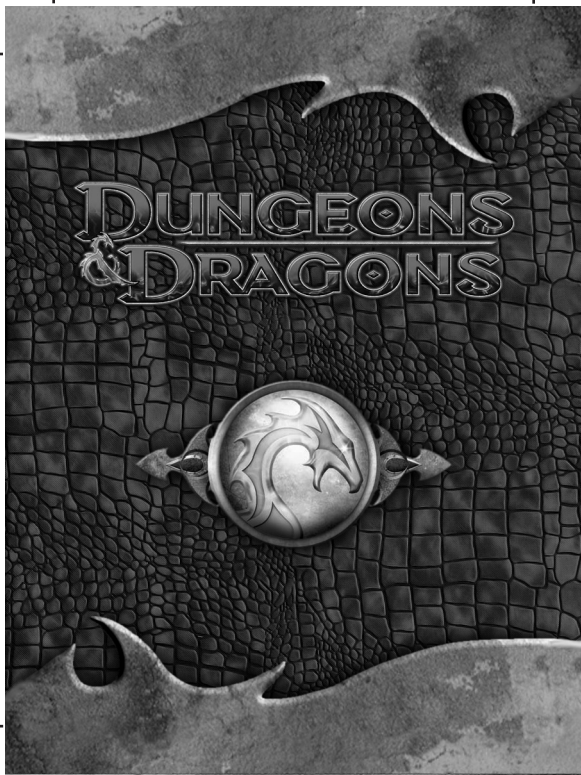
- ◆ Your speed becomes 2. This speed applies to all your movement modes, but it does not apply to forced movement against you (pull, push, slide) or teleportation.
- ◆ If slowed during movement, you must stop if you have already moved at least 2 squares.
- ◆ You can't benefit from bonuses to speed, although you can take actions, such as the run action, that allow you to move farther than your speed.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn

SLOWED



- ◆ Your speed becomes 2. 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 bonuses to speed, although you can take actions, such as the run action, that allow you to move farther than your speed.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





STUNNED

- ◆ You can't take actions.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ You can't flank.
- ◆ You fall if flying, unless you can hover.

- Save Ends End of Encounter
- Until End of  or Next Turn
- Until Start of  or Next Turn


STUNNED

- ◆ You can't take actions.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ You can't flank.
- ◆ You fall if flying, unless you can hover.

- Save Ends End of Encounter
- Until End of  or Next Turn
- Until Start of  or Next Turn



STUNNED

- ◆ You can't take actions.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ You can't flank.
- ◆ You fall if flying, unless you can hover.

- Save Ends End of Encounter
- Until End of  or Next Turn
- Until Start of  or Next Turn



STUNNED

- ◆ You can't take actions.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ You can't flank.
- ◆ You fall if flying, unless you can hover.

- Save Ends End of Encounter
- Until End of  or Next Turn
- Until Start of  or Next Turn



STUNNED

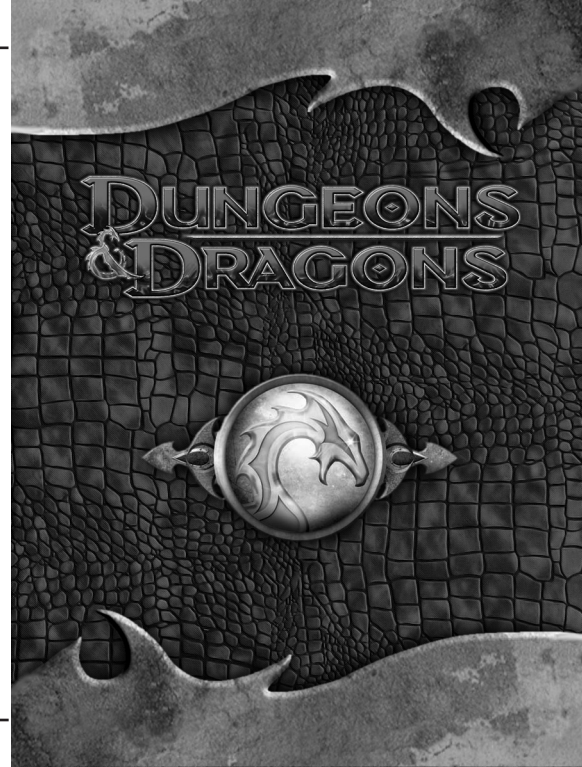
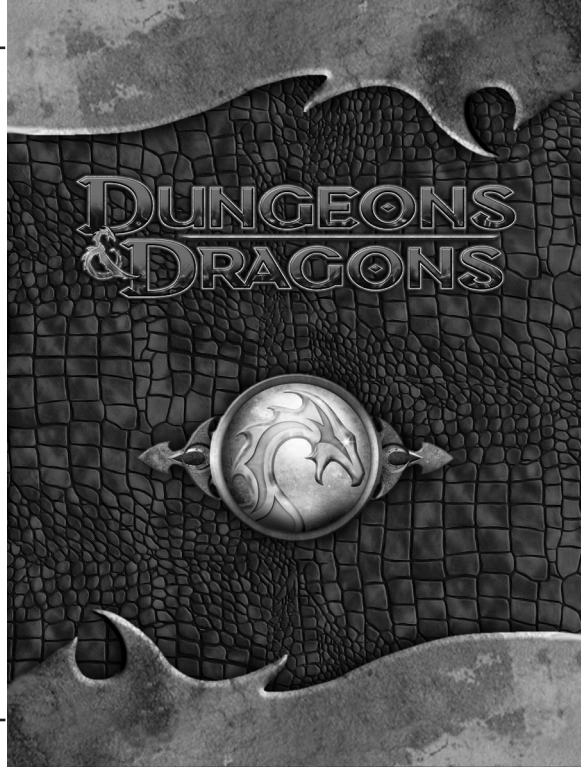
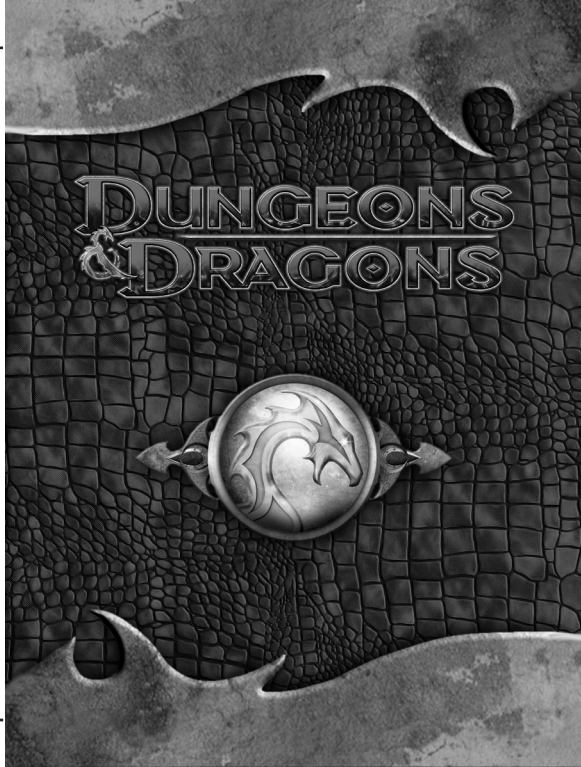
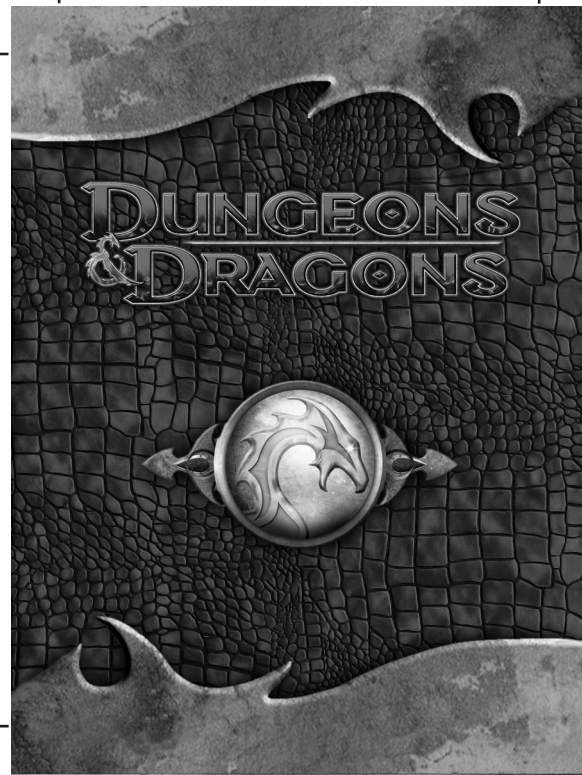
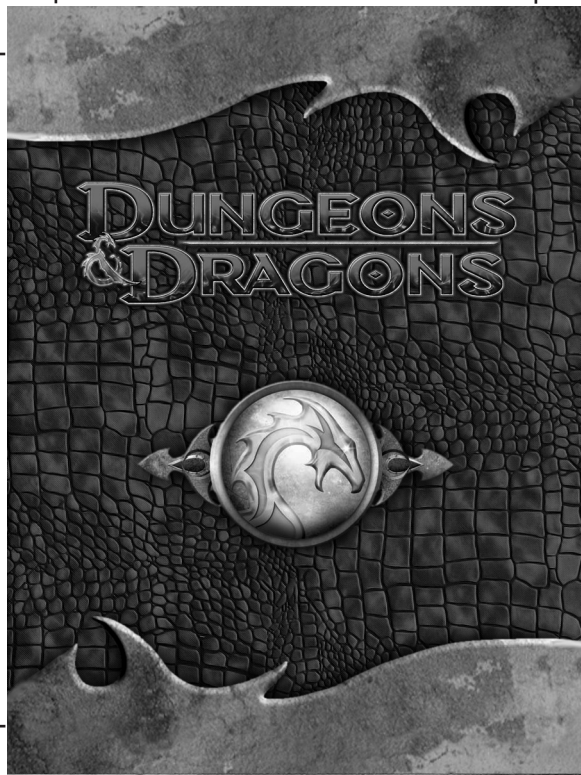
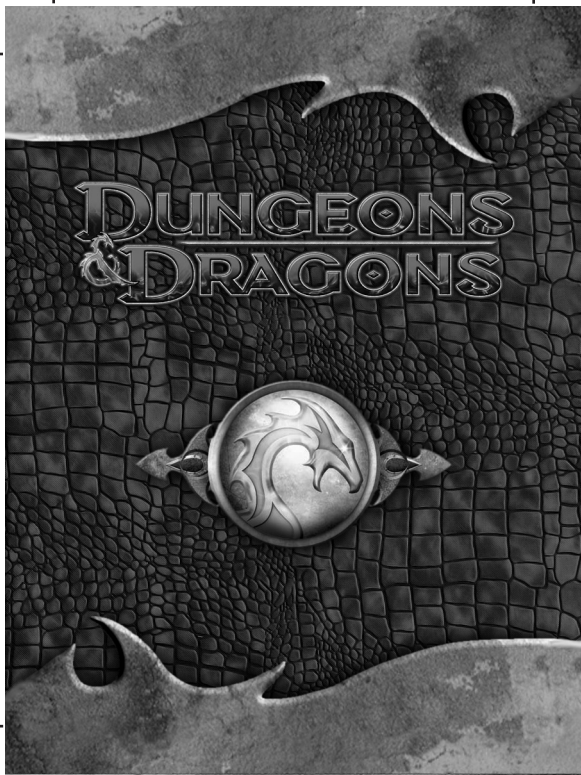
- ◆ You can't take actions.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ You can't flank.
- ◆ You fall if flying, unless you can hover.

- Save Ends End of Encounter
- Until End of  or Next Turn
- Until Start of  or Next Turn

STUNNED

- ◆ You can't take actions.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ You can't flank.
- ◆ You fall if flying, unless you can hover.

- Save Ends End of Encounter
- Until End of  or Next Turn
- Until Start of  or Next Turn



SURPRISED

- ◆ You are taking part in a surprise round.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ You can't take actions.
- ◆ You can't flank.
- ◆ As soon as the surprise round ends, you are no longer surprised.

SURPRISED

- ◆ You are taking part in a surprise round.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ You can't take actions.
- ◆ You can't flank.
- ◆ As soon as the surprise round ends, you are no longer surprised.

SURPRISED

- ◆ You are taking part in a surprise round.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ You can't take actions.
- ◆ You can't flank.
- ◆ As soon as the surprise round ends, you are no longer surprised.

SURPRISED

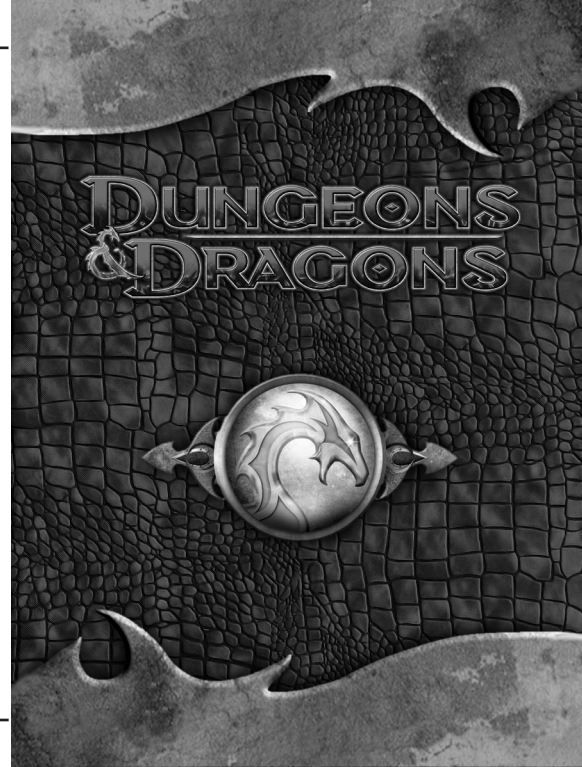
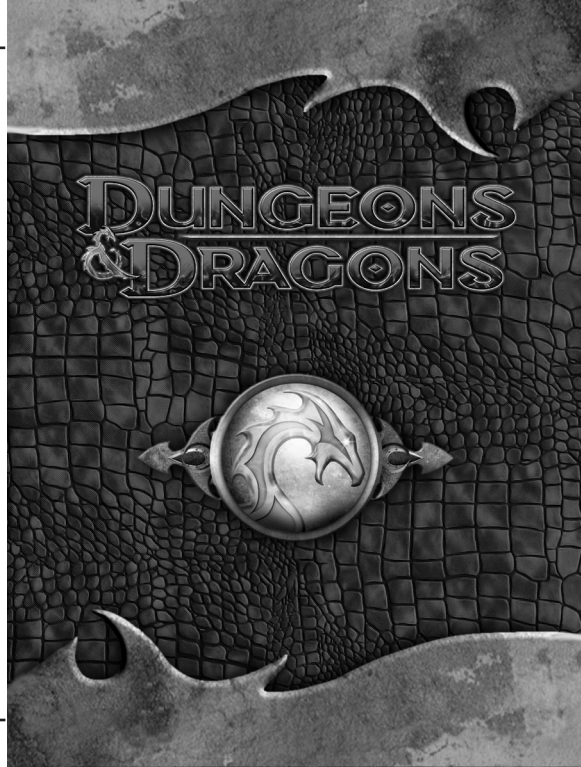
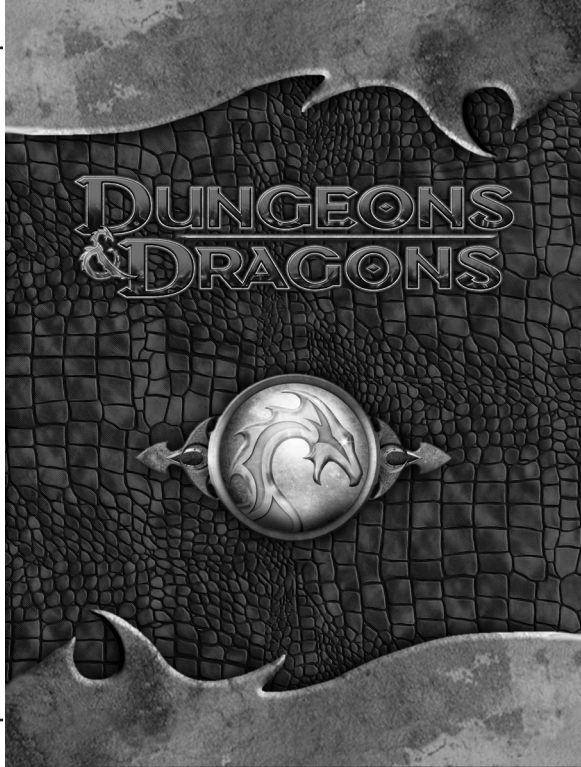
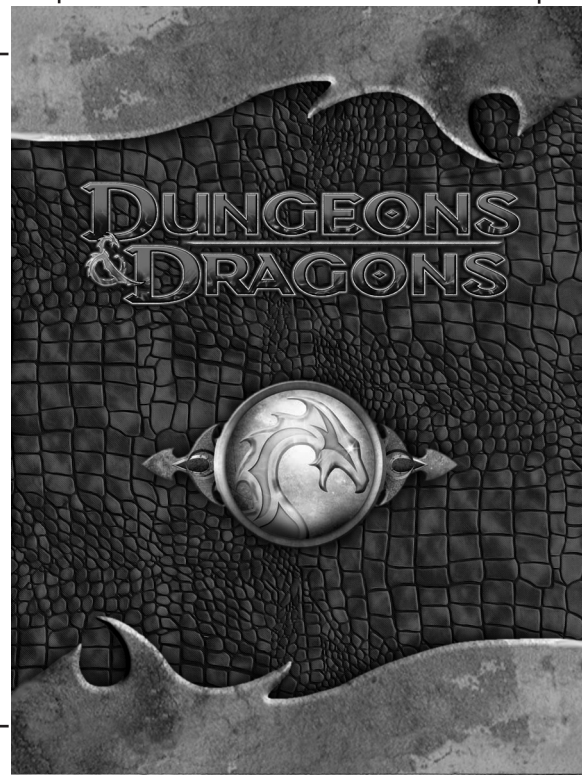
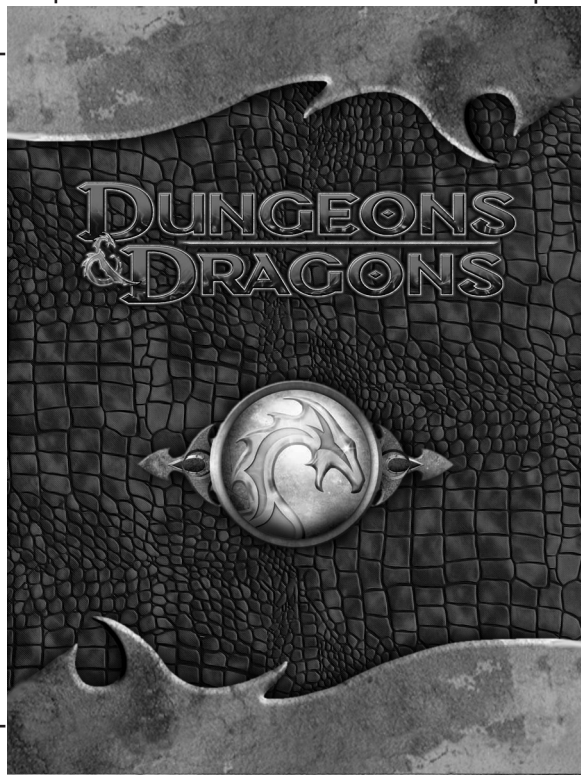
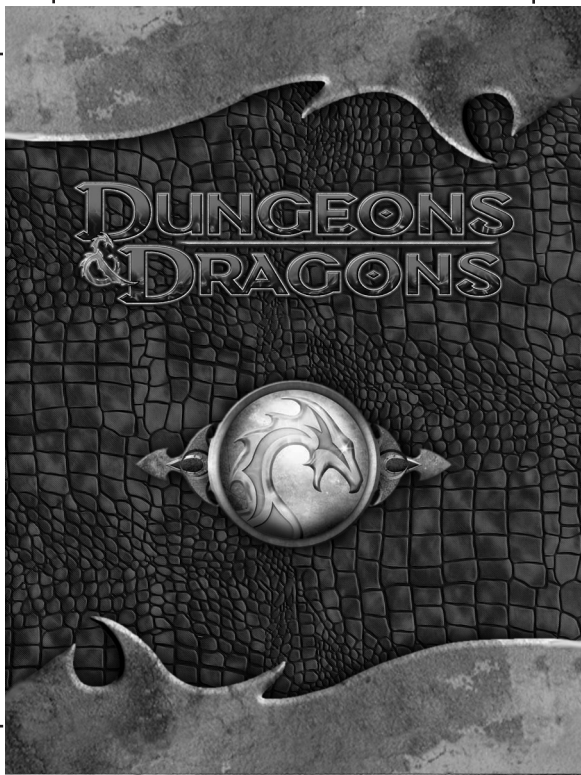
- ◆ You are taking part in a surprise round.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ You can't take actions.
- ◆ You can't flank.
- ◆ As soon as the surprise round ends, you are no longer surprised.

SURPRISED

- ◆ You are taking part in a surprise round.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ You can't take actions.
- ◆ You can't flank.
- ◆ As soon as the surprise round ends, you are no longer surprised.

SURPRISED

- ◆ You are taking part in a surprise round.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ You can't take actions.
- ◆ You can't flank.
- ◆ As soon as the surprise round ends, you are no longer surprised.



TOTAL DEFENSE

- ◆ You gain a +2 bonus to all defenses.
- ◆ The effects of this action end at the start of your next turn.
- ◆ Total Defense is a standard action.

TOTAL DEFENSE

- ◆ You gain a +2 bonus to all defenses.
- ◆ The effects of this action end at the start of your next turn.
- ◆ Total Defense is a standard action.

TOTAL DEFENSE

- ◆ You gain a +2 bonus to all defenses.
- ◆ The effects of this action end at the start of your next turn.
- ◆ Total Defense is a standard action.

TOTAL DEFENSE

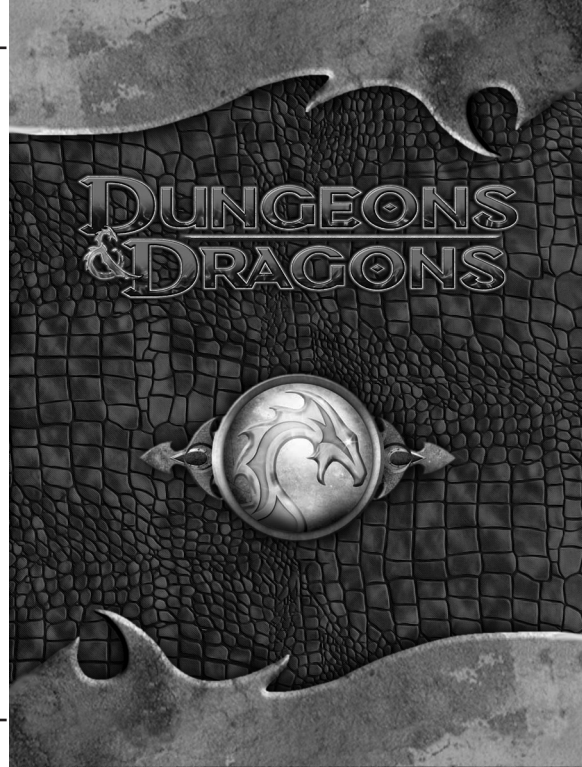
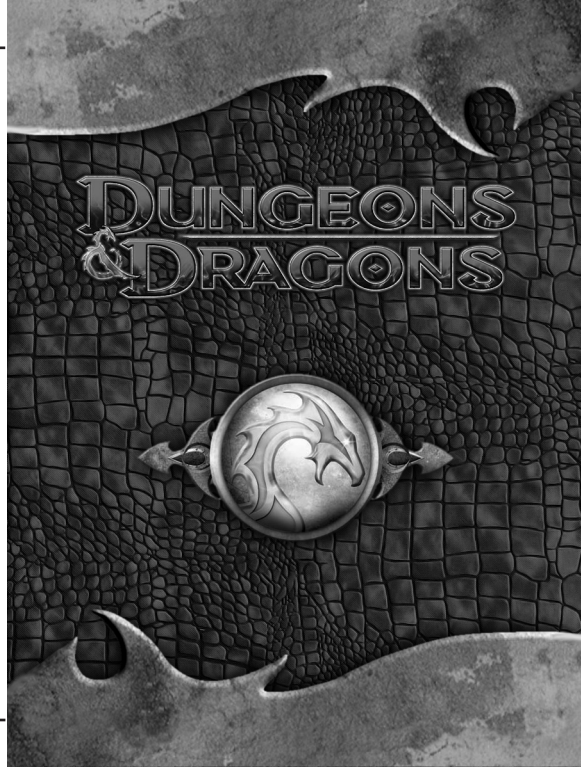
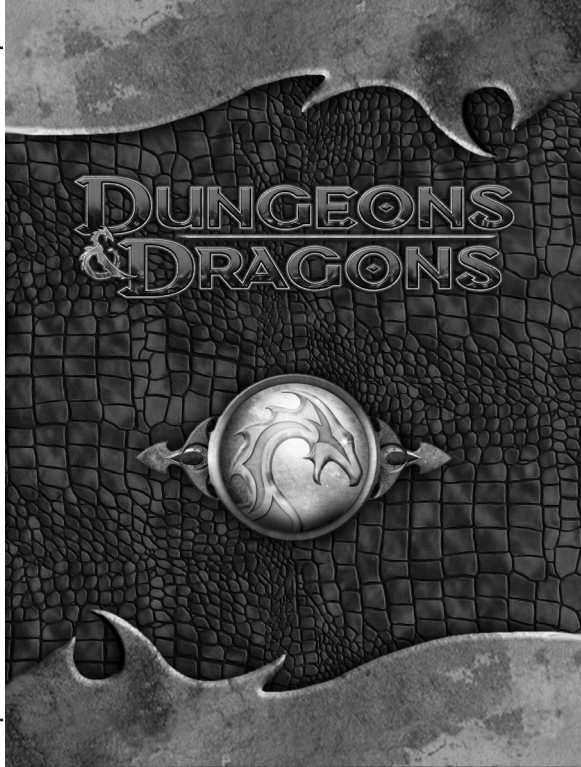
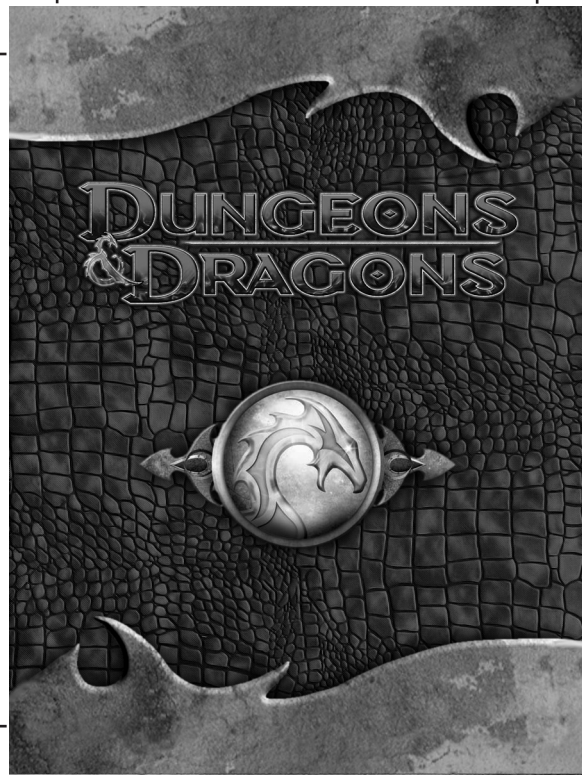
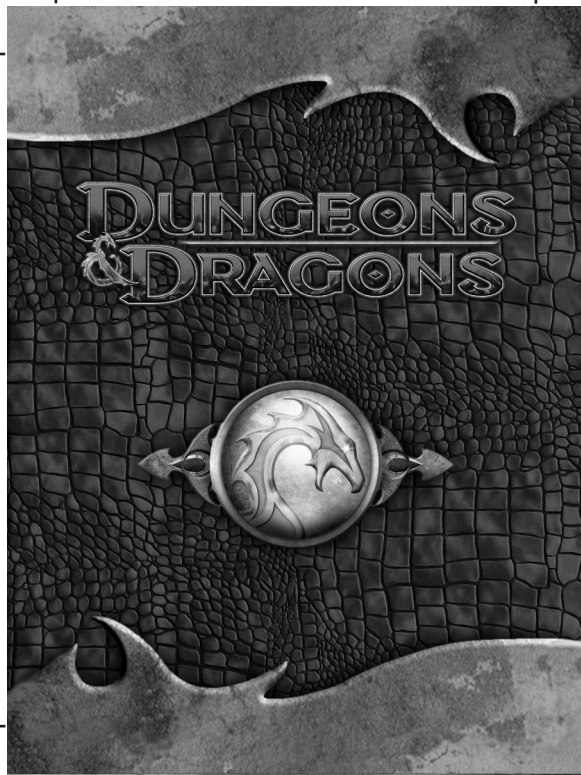
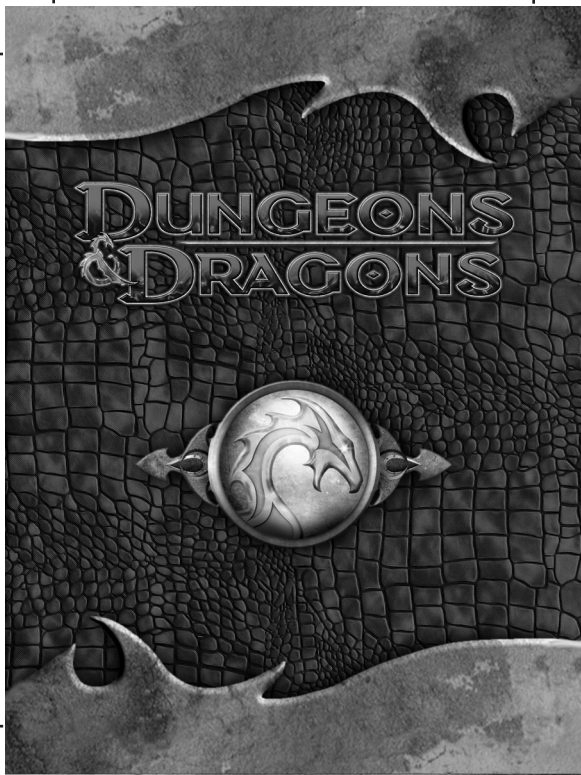
- ◆ You gain a +2 bonus to all defenses.
- ◆ The effects of this action end at the start of your next turn.
- ◆ Total Defense is a standard action.

TOTAL DEFENSE

- ◆ You gain a +2 bonus to all defenses.
- ◆ The effects of this action end at the start of your next turn.
- ◆ Total Defense is a standard action.





TOTAL DEFENSE

- ◆ You gain a +2 bonus to all defenses.
- ◆ The effects of this action end at the start of your next turn.
- ◆ Total Defense is a standard action.







UNCONSCIOUS

- ◆ You are **Prone**.
 - ◆ You are lying down (if you are climbing or flying, you fall).
 - ◆ You take a -3 penalty to all defenses versus non-adjacent ranged attacks.
 - ◆ -5 penalty to all defenses versus all other attacks.
- ◆ You are **Helpless**.
 - ◆ You can be the target of a coup de grace.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ You can't take actions.
- ◆ You are unaware of your surroundings.
- ◆ You can't flank.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





UNCONSCIOUS

- ◆ You are **Prone**.
 - ◆ You are lying down (if you are climbing or flying, you fall).
 - ◆ You take a -3 penalty to all defenses versus non-adjacent ranged attacks.
 - ◆ -5 penalty to all defenses versus all other attacks.
- ◆ You are **Helpless**.
 - ◆ You can be the target of a coup de grace.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ You can't take actions.
- ◆ You are unaware of your surroundings.
- ◆ You can't flank.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





UNCONSCIOUS

- ◆ You are **Prone**.
 - ◆ You are lying down (if you are climbing or flying, you fall).
 - ◆ You take a -3 penalty to all defenses versus non-adjacent ranged attacks.
 - ◆ -5 penalty to all defenses versus all other attacks.
- ◆ You are **Helpless**.
 - ◆ You can be the target of a coup de grace.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ You can't take actions.
- ◆ You are unaware of your surroundings.
- ◆ You can't flank.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





UNCONSCIOUS

- ◆ You are **Prone**.
 - ◆ You are lying down (if you are climbing or flying, you fall).
 - ◆ You take a -3 penalty to all defenses versus non-adjacent ranged attacks.
 - ◆ -5 penalty to all defenses versus all other attacks.
- ◆ You are **Helpless**.
 - ◆ You can be the target of a coup de grace.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ You can't take actions.
- ◆ You are unaware of your surroundings.
- ◆ You can't flank.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





UNCONSCIOUS

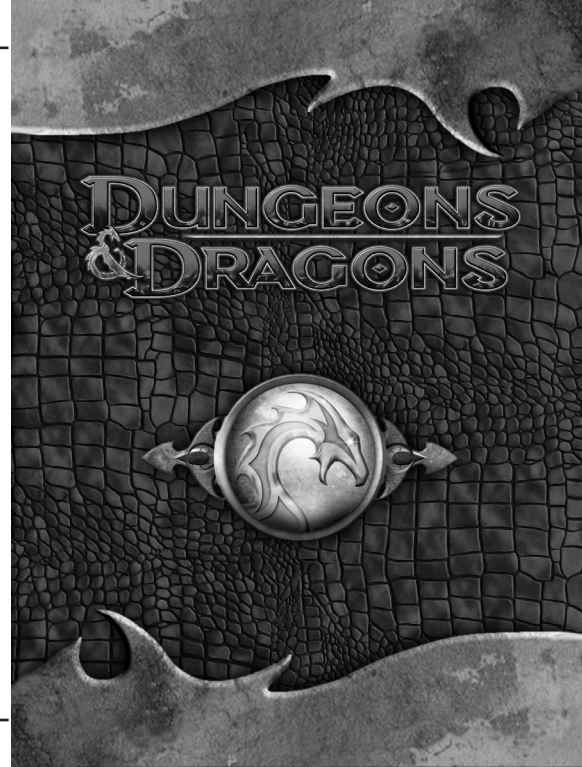
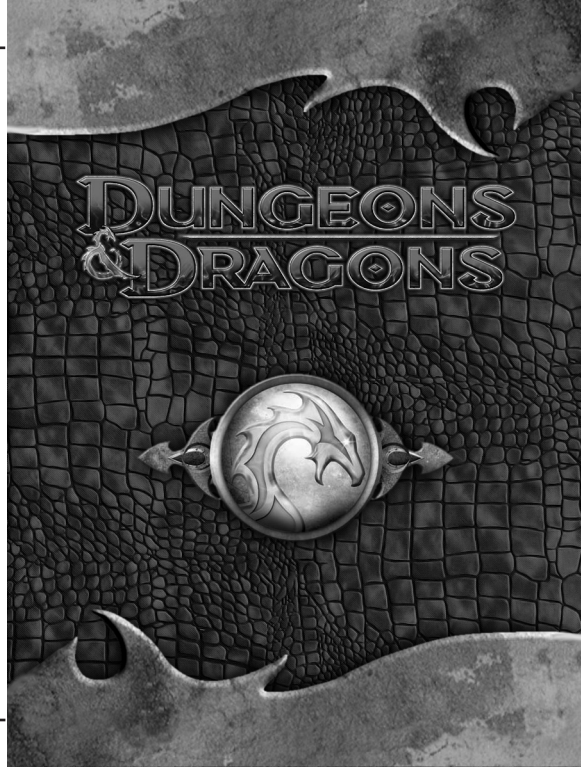
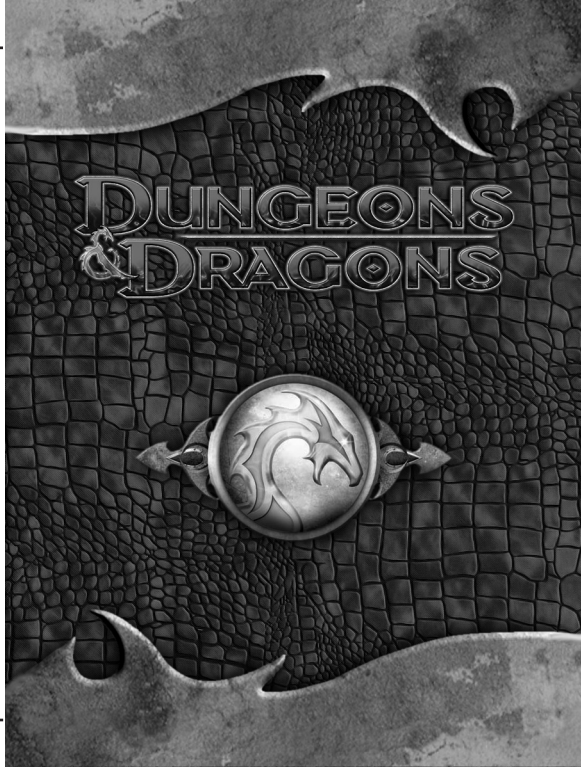
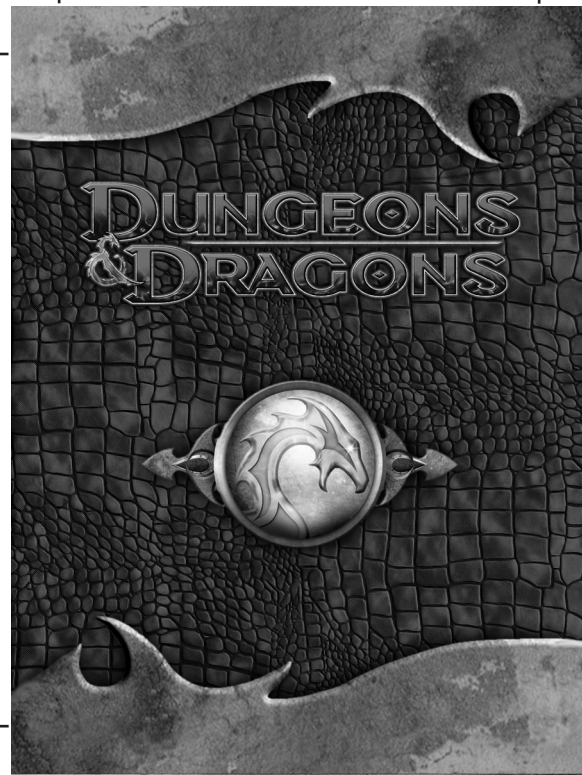
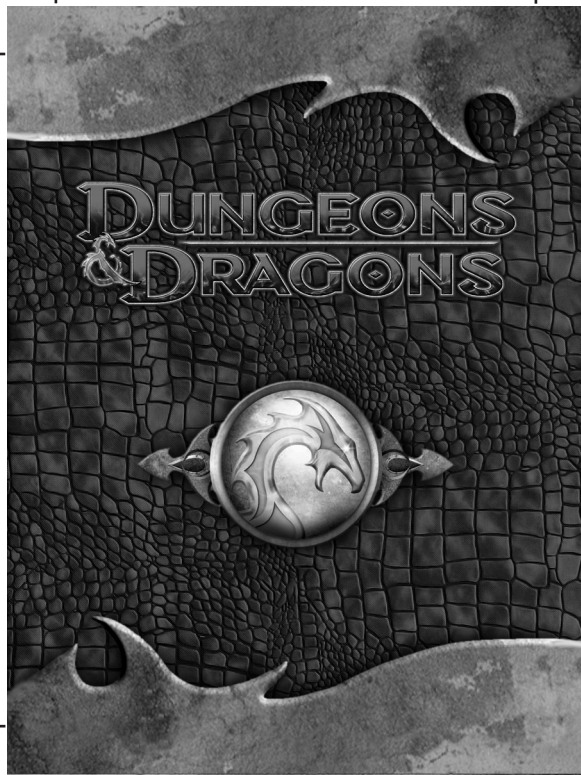
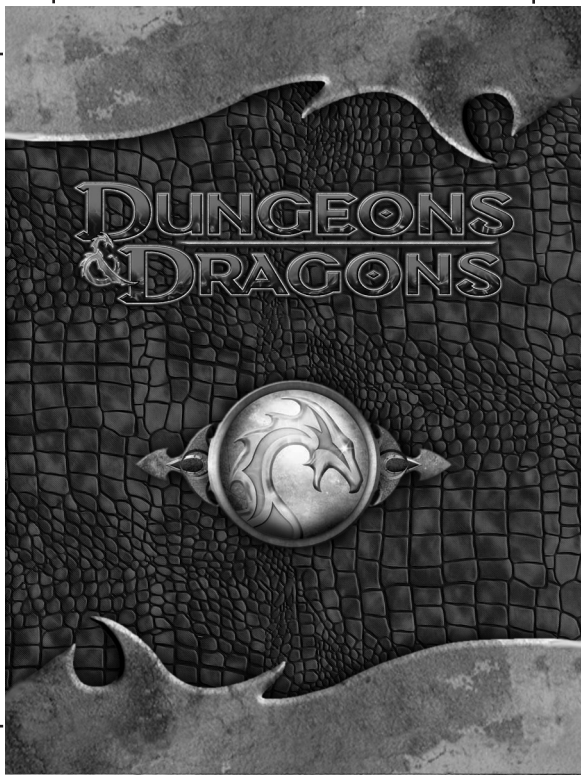
- ◆ You are **Prone**.
 - ◆ You are lying down (if you are climbing or flying, you fall).
 - ◆ You take a -3 penalty to all defenses versus non-adjacent ranged attacks.
 - ◆ -5 penalty to all defenses versus all other attacks.
- ◆ You are **Helpless**.
 - ◆ You can be the target of a coup de grace.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ You can't take actions.
- ◆ You are unaware of your surroundings.
- ◆ You can't flank.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn

UNCONSCIOUS





- ◆ You are **Prone**.
 - ◆ You are lying down (if you are climbing or flying, you fall).
 - ◆ You take a -3 penalty to all defenses versus non-adjacent ranged attacks.
 - ◆ -5 penalty to all defenses versus all other attacks.
- ◆ You are **Helpless**.
 - ◆ You can be the target of a coup de grace.
- ◆ You grant **Combat Advantage**.
 - ◆ Attackers gain a +2 bonus to attack rolls made against you.
- ◆ You can't take actions.
- ◆ You are unaware of your surroundings.
- ◆ You can't flank.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn







WEAKENED

- ◆ Your attacks deal half damage.
- ◆ Ongoing damage and damage that is not generated by an attack roll are not affected.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





WEAKENED

- ◆ Your attacks deal half damage.
- ◆ Ongoing damage and damage that is not generated by an attack roll are not affected.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





WEAKENED

- ◆ Your attacks deal half damage.
- ◆ Ongoing damage and damage that is not generated by an attack roll are not affected.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





WEAKENED

- ◆ Your attacks deal half damage.
- ◆ Ongoing damage and damage that is not generated by an attack roll are not affected.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn





WEAKENED

- ◆ Your attacks deal half damage.
- ◆ Ongoing damage and damage that is not generated by an attack roll are not affected.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn

WEAKENED

- ◆ Your attacks deal half damage.
- ◆ Ongoing damage and damage that is not generated by an attack roll are not affected.

- Save Ends End of Encounter
- Until End of  or  Next Turn
- Until Start of  or  Next Turn