

HELPLESS



Special

Helpless:

You grant combat advantage.

You can be the target of a *coupe de grace*.

(Note: Usually you're helpless because you're unconscious.)

You feel as though you can't do anything. You are helpless.

Status



Tintagel

DYING



Special

Dying:

You're unconscious.

You're at 0 or negative hit points.

You make a death saving throw every round.

The blood rushes from your body. Your head spins and the world goes black. You see a white light.

Status



Tintagel

DOMINATED



Special

Dominated:

You're dazed.

The dominating creature chooses your action. The only powers it can make you use are at-will powers.

You feel like a puppet on a string. Your will is not your own. You have been dominated.

Status



Tintagel

DEAFENED



Special

Deafened:

You can't hear anything.

You take a -10 penalty to Perception checks.

With a loud thundering explosion, you're ears ring. You are deafened.

Status



Tintagel

DAZED



Special

Dazed:

You grant combat advantage.

You can take either a standard action, a move action, or a minor action [you can also take a free action].

You can't take immediate actions.

You can't flank an enemy.
You feel a ringing sensation in your head. You are dazed.

Status



Tintagel

BLINDED



Special

Blinded:

You grant combat advantage.

You can't see any targets.
[your targets have total concealment].

You take a -10 penalty to Perception checks. You can't flank an enemy.

The world grows dark around you. You are blinded and can not see.

Status



Tintagel

WEAKENED



Special

Weakened:

Your attack deals half damage. On going damage you deal is not affected.

You feel the energy drain from your body. You have been weakened.

Status



Tintagel

UNCONSCIOUS



Special

Unconscious:

You're helpless.

You take a -5 penalty to all defenses.

You can't take actions.

You fall prone, if possible.

You can't flank an enemy.
Your body goes limp and you fall to the ground. You are unconscious.

Status



Tintagel

SURPRISED



Special

Surprised:

You grant combat advantage.

You can't take actions other than free actions.

You can't flank an enemy.

You never saw the enemy coming. You are surprised.

Status



Tintagel