

## YOU ARE Dying



You're Unconscious.

- You're Helpless.
  - You grant combat advantage.
  - You can be the target of a coup de grace.
- You take a -5 penalty to all defenses.
- You can't take actions.
- You fall prone, if possible.
- You can't flank an enemy.

You're at 0 or negative hit points.

You make a death saving throw every round.



CONDITION

dndfile.com Condition Cards

## YOU ARE 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.



CONDITION

dndfile.com Condition Cards

## YOU ARE Helpless



You grant combat advantage.

You can be the target of a coup de grace.

Usually you are Helpless because you are Unconscious (in which case you can't take actions).



CONDITION

dndfile.com Condition Cards

## YOU ARE Surprised



You grant combat advantage.

You can't take actions.

You can't flank an enemy.



CONDITION

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## YOU ARE Petrified



You have been turned to stone.

You can't take actions.

You gain resist 20 to all damage.

You are unaware of your surroundings.

You don't age.



CONDITION

dndfile.com Condition Cards

## YOU ARE Restrained



You grant combat advantage.

You're Immobilized.

You can't be forced to move by a pull, a push, or a slide.

You take a -2 penalty to attack rolls.



CONDITION

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## YOU ARE Deafened



You can't hear a thing.

You take a -10 penalty to Perception checks.



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## Ongoing Damage



You take the specified damage at the start of your turn.



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"I'm on fire!" version by Zinovia

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You take the specified damage at the start of your turn.



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