

Combat Turn:

1. Start of your turn

- Ongoing damage and regeneration
- End some effects, as specified

2. Actions! In any order, one of each:

• Standard Action

- ◊ Basic Attack, or
- ◊ Use a Standard Action power
- ◊ Substitute a Move or a Minor Action
- ◊ Ready an action
- ◊ Charge (move between 2 and [speed] squares, then make a basic melee attack or a bull rush at +1 attack)
- ◊ Second Wind (spend healing surge and regain hp, get +2 to all defences until start of next turn - usable only once per encounter)
- ◊ Attempt an Acrobatics stunt (some stunts are considered Move actions or require a combination of Standard and Move actions)
- ◊ Attempt a bull rush (Str vs Fort)
- ◊ Make a grab attempt
- ◊ Full defence (+2 all defences until your next turn)
- ◊ Aid another (DC 10+ 1/2 Lvl, Success: Ally can add +2 to their next skill check, Failure: Ally has -1 penalty to next skill check)
- ◊ Aid Attack (ally gets +2 on next attack)
- ◊ Aid Defense (ally gets +2 on all defenses against the next attack from the chosen enemy)
- ◊ Ready or stow a shield
- ◊ Make an Arcana check (trained only) to identify a ritual or magical effect
- ◊ Make a Bluff vs Insight check to feint (gain combat advantage until the end of your next turn) or make a diversion (make a follow-up Stealth check to hide)
- ◊ Make a Heal check for First Aid: give an ally their second wind (DC 10), stabilize the dying (DC 15), grant an immediate saving throw (DC 15), or grant a saving throw at +2 at the end of their next turn (DC 15)
- ◊ Make an Intimidate check to force a bloodied target to surrender (vs Fort +10 for hostile creatures)
- ◊ Make a Thievery check to disable a trap, open a lock, pick a pocket, perform sleight of hand
- ◊ Somewhat complicated tasks (administering a potion to a fellow character, making a heal check, etc.)

• Move Action

- ◊ Walk (move up to your speed), or
- ◊ Use a Move Action power
- ◊ Shift (1 square without provoking an Opportunity Attack - can't move into difficult terrain)
- ◊ Crawl half your speed
- ◊ Run (your speed +2, grants Combat Advantage until the beginning of your next turn)
- ◊ Substitute a Minor Action
- ◊ Stand up
- ◊ Move a grabbed target (Str vs Fort)
- ◊ Attempt to escape from a grab (Acrobatics vs Ref or Athletics vs Fort)
- ◊ Some skill checks (acrobatics, stealth, etc) cost some or all of your movement

• Minor Action

- ◊ Use a Minor Action power
- ◊ Drawing a weapon, closing a door, opening a chest, etc.
- ◊ Consume a potion
- ◊ Drop Prone
- ◊ Load a crossbow
- ◊ Pick up an object in your space or in an unoccupied square within reach
- ◊ Retrieve or stow an item on your person
- ◊ Make an Arcana check (trained only) to identify a conjuration or zone
- ◊ Make a Perception check to locate a stealthed creature
- ◊ Make an Insight check to disbelieve an illusion

• Free Actions (as many as you like, within reason)

- ◊ Talking, drop an item, etc..
- ◊ Use Acrobatics to reduce falling damage
- ◊ End a Grab
- ◊ Can be performed during other combatant's turns as well

3. End of your turn

- Make Saving Throws for some ongoing effects. Roll 1d20 (10 or higher breaks it, 9 or lower, it continues).
- End some effects, as specified



All Attack Types	Modifiers
Combat Advantage against foe	+2
Attacker is prone	-2
Target has normal cover	-2
Target has superior cover	-5
Melee Attacks	
Charge Attack	+1
Target has concealment	-2
No line of sight	-5
Ranged Attacks	
Long Range	-2
Target is prone	-2
Target has concealment	-2
No line of sight	-5

Action Points

- Most often spent to take a single extra action during your turn.
- You start with one per day. After an Extended Rest (which can only be done once per day), you reset back to one.
 - More can be gained through adventuring and acts of heroism, per your DM.
 - Can only be used once per encounter.

Dying

- When your current hit points drop to half your maximum, you are bloodied. This affects some powers.
- When your current hit points drop to zero or lower, you fall unconscious and are dying.
- Make a saving throw each round. 3 failed saves (not necessarily in a row) result in death. On a roll of 20 or higher spend a healing surge, you are considered to have 0 hit points plus your healing surge restore hit points as normal; you are conscious and prone.
 - A fellow PC may be able to heal or stabilize you, preventing you from having to make any more.
 - If your hit points reach a negative number equal to half your maximum (through sustained damage), you die.

Critical Hits

A rolled natural 20 (unmodified by bonuses) always hits your opponent. If the modified result is enough to hit your opponent's AC, it automatically deals the maximum amount of damage.

Combat Advantage

- All opponents with Combat Advantage against you gain +2 bonus to their attack if they have line of sight.
- Granted to flankers when combatant is flanked (opposite squares).
 - Granted when combatant is stunned, blinded, dazed, helpless, restrained, or surprised.
 - Granted to adjacent melee attackers when prone.

Immediate Actions

- Occur on other combatant's turns.
- Come in two flavours: Interrupts and Reactions, as defined by the power.
 - You can only take one Immediate Action between your turns.

Opportunity Actions

- Sometimes you get to act on another combatant's turn, as specified below:
- Attack triggered when opponent leaves a square adjacent to you (note that this means reach no longer always grants it).
 - Attack triggered when adjacent enemy makes a Ranged or Area attack (unlike spells and other Powers designated as Close).
 - Can only use a melee basic attack, not a power.
 - Can only take one Opportunity Action on each combatant's turn.
 - Interrupts (happens before, but does not necessarily negate) the action that triggered it.

Conditions:

BLINDED

- You grant combat advantage.
- You can't see any target (your targets have total concealment).
- You take a -10 penalty to Perception checks.
- You can't flank an enemy.

DAZED

- You grant combat advantage.
- You can take either a standard action, a move action, or a minor action on your turn (you can also take free actions).
- You can't take immediate actions or opportunity actions.
- You can't flank an enemy.

DEAFENED

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

DOMINATED

- You can't take actions. Instead, the dominator chooses a single action for you to take on the creature's turn: a standard, a move, a minor, or a free action. The only powers and other game features that the dominator can make you use are ones that can be used at will, such as at-will powers. For example, anything that is limited to being used only once per encounter or once per day does not qualify.
- You grant combat advantage.
- You can't flank.

DYING

- You're unconscious.
- You're at 0 or negative hit points.
- You make a death saving throw every round.

HELPLESS

- You grant combat advantage.
 - You can be the target of a coup de grace.
- Note:* Usually you're helpless because you're unconscious.

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.

MARKED

- You take a -2 penalty to attack rolls for any attack that doesn't target the creature that marked you.
- You can be subjected to only one mark at a time, and a new mark supersedes an old one.
- A mark ends immediately when its creator dies or falls unconscious.

PETRIFIED

- You are unconscious.
- You have resist 20 to all damage.
- You don't age.

PRONE

- You grant combat advantage to enemies making melee attacks against you.
- You can't move from your space, although you can teleport, crawl, or be forced to move by a pull, a push, or a slide.
- You get a +2 bonus to all defenses against ranged attacks from nonadjacent enemies.
- You are lying down. However, if you are climbing or flying, you fall.
- You take a -2 penalty to attack rolls.
- You can drop prone as a minor action.

RATTLED

- You take a -2 penalty to attack rolls.

RESTRAINED

- You can't move, unless you teleport. You can't even be pulled, pushed, or slid.
- You take a -2 penalty to attack rolls.
- You grant combat advantage.

SLOWED

- Your speed becomes 2. This speed applies to all your movement modes, but it does not apply to teleportation or to a pull, a push, or a slide. You can't increase your speed above 2, and your speed doesn't increase if it was lower than 2. If you're slowed while moving, stop moving if you have already moved 2 or more squares.
- You cannot benefit from bonuses to speed, although you can use powers and take actions, such as the run action, that allow you to move farther than your speed.

STUNNED

- You grant combat advantage.
- You can't take actions.
- You can't flank an enemy.
- You fall if you are flying, unless you can hover.

SURPRISED

- You grant combat advantage.
- You can't take actions.
- You can't flank an enemy.

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.
- You are unaware of your surroundings.

WEAKENED

- Your attacks deal half damage. However, two kinds of damage that you deal are not affected: ongoing damage and damage that isn't generated by an attack roll.

Concealment & Cover:

CONCEALMENT

- Attack penalties from concealment apply only to the targets of melee or ranged attacks. Concealment confers no protection from area attacks.
- Concealment (-2 Penalty to Attack Rolls): The target is in a lightly obscured square or in a heavily obscured square but adjacent to you.
- Total Concealment (-5 Penalty to Attack Rolls): You can't see the target. The target is invisible, in a totally obscured square, or in a heavily obscured square and not adjacent to you.

COVER

- Attack penalties from cover apply to all attacks. When you make an area attack or a close attack, a target has cover if there is an obstruction between the origin square and the target.
- Cover (-2 Penalty to Attack Rolls): The target is around a corner or protected by terrain. For example, the target might be in the same square as a small tree, obscured by a small pillar or a large piece of furniture, or behind a low wall.
- Superior Cover (-5 Penalty to Attack Rolls): The target is protected by a significant terrain advantage, such as when fighting from behind a window, a portcullis, a grate, or an arrow slit.
- When you make a ranged attack against an enemy and other enemies are in the way, your target has cover.
- Your allies never grant cover to your enemies.
- Neither allies nor enemies grant cover against melee, close, or area attacks.