

## COMBAT BASICS

- ♦ **Attack:** Roll 1d20, add modifiers to hit target defense value.
- ♦ **On hit:** Roll damage, add bonuses, and subtract hit points (HP).
- ♦ **Critical hit:** An attack roll of 20 always hits, for max damage.
- ♦ **Whiff:** An attack roll of 1 always misses.
- ♦ **Bloodied:** You are *bloodied* at ½ HP. This affects some powers.
- ♦ **Saving Throws:** Some adverse effects require a save to escape. To save, roll 1d20. A 10 or higher is considered a success.
- ♦ **Healing Surges:** Most healing requires you spend a surge and heal your surge value. You have a limited number each day.
- ♦ **Dying:** At 0 HP, you are *dying*. *Save* each turn until stabilized or healed. *Death save* failures reset with rest. Accrue 3 and die.

## COMMON ATTACK MODIFIERS

Combat advantage against target	+2
Target has cover	-2
Target has concealment (melee and ranged only)	-2
Non-adjacent target is prone (ranged only)	-2

## COMBAT ROUNDS

- ♦ **Rounds:** A combat encounter is made up of rounds. Each round, combatants take turns in initiative order.
- ♦ **Initiative:** Roll 1d20 and add your initiative bonus. This number determines your turn position in the initiative order.

### SURPRISE ROUND

- ♦ **Surprise Round:** If a party is caught unaware at combat start:
- ♦ **Attackers:** Take one standard, move, or minor action on your turn. Free actions are ok, but you can't spend action points.
- ♦ **Surprised:** Grant combat advantage (+2), and can't act or flank.

## YOUR TURN

### THE START OF YOUR TURN

- ♦ **Ongoing Damage:** Take damage from all lingering effects.
- ♦ **Regenerate:** Regain HP from (one) regeneration effect.
- ♦ **End Effects:** If specified to end at the start of your turn.

### ACTIONS ON YOUR TURN

- ♦ **Take Actions:** You get one standard action, one move action, and one minor action to take each turn, in any order.
- ♦ **Substitutions:** You can replace standard actions with move or minor actions, and replace move actions with minor actions.
- ♦ **Free Actions:** You can take any number of free actions.
- ♦ **Action Point:** Once per encounter as a free action, spend an action point on your turn to gain an extra action of any type.

### THE END OF YOUR TURN

- ♦ **Saving Throws:** Make saves against applicable effects.
- ♦ **Check Actions Spent:** End effects you leave unsustainable.
- ♦ **End Effects:** If specified to end at the end of your turn.

## MOVEMENT AND POSITION

- ♦ **Flank:** You gain combat advantage against an enemy that you and an ally are adjacent and on opposite sides of.
- ♦ **Occupied Squares:** You move and attack through allies without penalty. Enemies block you and act as *cover* to your targets.
- ♦ **Difficult Terrain:** Costs 1 extra square of movement to enter.
- ♦ **Falling:** You take 1d10 damage for every 10 feet fallen.

## ATTACK TYPES

- ♦ **Melee:** Targets enemies within reach (usually 1 square).
- ♦ **Range:** Targets enemies within a range specified. Ranged *weapon* attacks suffer a -2 attack penalty at long range.
- ♦ **Close:** Targets enemies in an *area of effect*, with your space as its origin. Make multiple attack rolls, but one damage roll.
- ♦ **Area:** Targets enemies in an *area of effect*, from an origin within range. Make multiple attack rolls, but one damage roll.

### AREA OF AFFECT

- ♦ **Blast:** A square area of specified width, positioned anywhere adjacent (and not overlapping) the origin.
- ♦ **Burst:** A square area extending outward from the origin by the specified number of squares, in all directions.
- ♦ **Wall:** A line of connected, non-diagonal squares extending a specified number of squares, starting adjacent the origin.

## COMMON ACTIONS

### MOVE ACTIONS

- ♦ **Move Twice:** Give up a standard action to move again.
- ♦ **Shift:** Move 1 square without provoking opportunity attacks.
- ♦ **Walk:** Move your speed, but be wary of opportunity attacks!

### STANDARD ACTIONS

- ♦ **At-Will Powers:** A selection of fundamental actions, many specific to your class, and useful in nearly any situation.
- ♦ **Encounter Powers:** Once-per-encounter actions with strong effects, to unleash against the most threatening enemy.
- ♦ **Daily Powers:** Devastating effects saved for final fights.
- ♦ **Basic Attack:** A basic melee/ranged attack with any weapon.
- ♦ **Charge:** A standard action with movement! Move your speed (2 minimum) and make a +1 melee *basic attack* or *bull rush*.
- ♦ **Second Wind:** Once per encounter, you may spend a healing surge, restore surge value HP, and gain +2 defenses.

## ACTIONS ON OTHER TURNS

### OPPORTUNITY ACTION

- ♦ **Trigger:** Opportunity actions are triggered by a lapse in guard.
- ♦ **Once per Turn:** May be taken on any turn but your own.
- ♦ **Interrupts Action:** It may invalidate the triggering action.
- ♦ **Opportunity Attack:** Anyone can make a melee basic attack against an *adjacent enemy* in sight, when it *makes a ranged or area attack*, or *leaves their square* without shifting.

### IMMEDIATE ACTION

- ♦ **Trigger:** Immediate actions are triggered by specific events.
- ♦ **Once per Round:** Only one per round, and never on your turn.
- ♦ **Interrupt:** Immediate *interrupts* can invalidate actions.
- ♦ **Reaction:** Immediate *reactions* take place *after* resolving the trigger, unless triggered by movement.
- ♦ **Ready an Action:** As a standard action, you can ready any action as an immediate *reaction* with a trigger you choose.

### FREE ACTIONS

- ♦ **No Limit:** Use freely, if not to initiate attack power (1/turn).

## RESTING

- ♦ **Short:** 5 min; resets *encounter* powers, spend surges freely.
- ♦ **Extended:** 6 hrs; resets powers, surges, HP, and action points

At-Will Power

Encounter Power / Action

Daily Power

Notable Action

## STANDARD ACTIONS

- ◆ **Acrobatic Stunt\***: Perform an improvised stunt
- ◆ **Administer Potion**: Help an unconscious ally drink a potion
- ◆ **Aid Another\***: Grant adjacent ally +2 skill or ability check
- ◆ **Aid Attack**: Grant ally +2 attack vs. enemy adjacent you
- ◆ **Aid Defense**: Grant ally +2 defenses vs. enemy adjacent you
- ◆ **Basic Attack**: Make a melee or ranged basic attack
- ◆ **Bluff\***: Gain combat advantage, or create a diversion and hide
- ◆ **Bull Rush**: Push target 1 square and shift into its space
- ◆ **Charge**: Move 2+ squares, +1 melee basic attack or bull rush
- ◆ **Coup de Grace**: Attack helpless enemy; hit counts as critical
- ◆ **Disable Trap\***: Or delay trap until end of your next turn
- ◆ **Equip or Stow a Shield**: Use a shield or put it away
- ◆ **First aid\***: Grant save or second wind (no +2), or stabilize dying
- ◆ **Grab**: Use Strength to grab enemy or move held enemy
- ◆ **Identify Magical Effect\*\***: Learn about detected magic effect
- ◆ **Identify Ritual\*\***: Learn about detected ritual effect
- ◆ **Intimidate\***: Force a bloodied target to surrender
- ◆ **Open Lock\***: Pick a lock
- ◆ **Pick Pocket\***: Lift small object; DC 20+½ level, 30+½ in combat
- ◆ **Ready an Action**: Ready action to take on specified trigger
- ◆ **Second Wind**: Spend surge, heal surge value HP, +2 defenses
- ◆ **Sleight of Hand\***: Make small object “disappear”
- ◆ **Total Defense**: +2 defenses until the start of your next turn

## MOVE ACTIONS

- ◆ **Acrobatic Stunt\***: Perform a stunt movement you describe
- ◆ **Balance\***: Move across unstable or narrow surface at ½ speed
- ◆ **Climb\***: Climb up or down a surface at ½ your speed
- ◆ **Crawl**: While prone, move up to half your speed
- ◆ **Escape**: Escape a grab and shift
- ◆ **High Jump\***: Hop up Check/10 feet; /5 with running start
- ◆ **Hop Down\***: Hop down 10 feet safely; DC 15
- ◆ **Long Jump\***: Leap Check/10 squares; /5 with running start
- ◆ **Run**: Move speed +2; grant combat advantage, -5 attack
- ◆ **Stand Up**: Stand up from prone
- ◆ **Shift**: Move 1 square without provoking opportunity attacks
- ◆ **Squeeze**: Reduce space by 1, ½ speed, grant combat advantage
- ◆ **Stealth\***: Hide in cover/concealment for combat advantage
- ◆ **Swim\***: Swim at ½ speed; calm DC 10, rough 15, stormy 20
- ◆ **Walk**: Move up to your speed

## MINOR ACTIONS

- ◆ **Draw or Sheathe a Weapon**: On your person
- ◆ **Drink a Potion**: Consume a potion
- ◆ **Drop Prone**: Drop down so that you are lying on the ground
- ◆ **Identify Conjunction or Zone\*\***: Learn power, power source, keywords of visible conjunction or zone; DC 15+½ power level
- ◆ **Insight\***: Sense motive, attitude, or influence/illusory effect
- ◆ **Load a Crossbow**: Load a crossbow so that you can fire it
- ◆ **Open or Close Door or Container**: That isn't locked or stuck
- ◆ **Perception\***: Actively search for something
- ◆ **Pick up Item**: In your square, or unoccupied square w/in reach
- ◆ **Retrieve or Stow an Item**: On your person

## IMMEDIATE ACTION

- ◆ **Readied Action**: Take readied action when trigger occurs

## OPPORTUNITY ACTION

- ◆ **Opportunity Attack**: Melee basic vs. visible, adjacent provoker

## FREE ACTIONS

- ◆ **Drop Held Items**: Drop any items you currently hold
- ◆ **End a Grab**: Let go of an enemy
- ◆ **Reduce Fall Damage\*\***: Reduce fall damage by ½ check result
- ◆ **Spend Action Point**: To take one extra action on your turn
- ◆ **Talk**: Speak a few sentences

## NO ACTION

- ◆ **Delay**: Delay your turn to another initiative position
- ◆ **Monster Knowledge**: Identify creature type, temperament, keywords (and possibly powers, resistances, vulnerabilities)

## ATTACK MODIFIERS

Combat advantage against target	+2
Attacker is prone	-2
Attacker is restrained	-2
Target has cover	-2
Target has superior cover	-5
Target has concealment (melee and ranged only)	-2
Long range (weapon attacks only)	-2
Charge attack (melee only)	+1

## CONDITIONS

- ◆ **Blinded**: Grant combat advantage; can't see (targets have total concealment); -10 Perception; can't flank
- ◆ **Dazed**: Grant combat advantage; one non-free action per turn; free actions ok; no immediate/opportunity actions; can't flank
- ◆ **Deafened**: Can't hear; -10 Perception
- ◆ **Dominated**: No actions; dominator picks one non-encounter/daily action on your turn; grant combat advantage; can't flank
- ◆ **Dying**: Unconscious; 0 HP or less; make death save each turn
- ◆ **Helpless**: Grant combat advantage; can be *coup de grace*
- ◆ **Immobilized**: Can only move by teleport or pull/push/slide
- ◆ **Marked**: Only latest mark applies; -2 attack vs. creatures other than marker; ends if marker dead/unconscious
- ◆ **Petrified**: Unconscious; 20 resist all; do not age
- ◆ **Prone**: -2 attack; grant combat adv vs. melee; +2 def vs. non-adjacent ranged; crawl/teleport/pull/push/slide to move
- ◆ **Restrained**: -2 attack; grant combat advantage; move by teleport only; forced movement prohibited
- ◆ **Slowed**: Speed is decreased to 2; can't increase above 2; stop if moving and already moved 2 squares
- ◆ **Stunned**: Grant combat advantage; no actions; can't flank; if flying, you fall unless you can hover
- ◆ **Surprised**: Grant combat advantage; no actions; can't flank
- ◆ **Unconscious**: Helpless; -5 defenses; no actions; prone; can't flank; unaware of surroundings
- ◆ **Weakened**: ½ damage unless ongoing, or no attack roll

\* Requires skill/ability check, and if move action, may be part of another move action

\*\* Skill training required