

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

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.

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.

PRONE

- You grant combat advantage to enemies making melee attacks against you.
- You get a +2 bonus to all defenses against ranged attacks from nonadjacent enemies.
- You're lying on the ground. (If you're flying, you safely descend a distance equal to your fly speed. If you don't reach the ground, you fall.)
- You take a -2 penalty to attack rolls.
- You can drop prone as a minor action.

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.

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.

STUNNED

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

SURPRISED

- You grant combat advantage.
- You can't take actions, other than free 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.

WEAKENED

- Your attacks deal half damage. Ongoing damage you deal is not affected.

PULL, PUSH, AND SLIDE

- **Pull:** When you pull a creature, each square you move it must bring it nearer to you.
- **Push:** When you push a creature, each square you move it must place it farther away from you.
- **Slide:** When you slide a creature, there's no restriction on the direction you can move it.

ATTACK MODIFIERS

Circumstance	Modifier
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
Target has total concealment (melee and ranged only)	-5
Long range (weapon attacks only)	-2
Charge attack (melee only)	+1

ACTIONS IN COMBAT

AID ANOTHER	BASIC ATTACK	BULL RUSH	CHARGE	COUP DE GRACE	CRAWL	ESCAPE
Standard action	Standard action	Standard action	Standard action	Standard action	Move action	Move action
<ul style="list-style-type: none"> • <i>Melee basic attack vs. AC 10. If you succeed, deal no damage, but choose one ally. That ally gets a +2 bonus to his or her next attack roll against the target or to all defenses against the target's next attack.</i> • <i>Make a DC 10 skill check or ability check. If you succeed, you give a +2 bonus to your ally's next check using the same skill or ability.</i> 	<ul style="list-style-type: none"> • <i>Melee basic attack Str vs. AC</i> <i>Hit: 1[W]+Str mod dmg</i> <i>increase dmg to 2[W]+Str mod at 21st level</i> • <i>Ranged basic attack</i> <i>Dex vs. AC</i> <i>Hit: 1[W]+Dex mod dmg</i> <i>increase dmg to 2[W]+Dex mod at 21st level</i> 	<ul style="list-style-type: none"> • <i>Strength attack vs. Fortitude defense. Do not add any modifiers for the weapon you use.</i> • <i>Hit: Push the target 1 square, and shift into the vacated space.</i> • <i>Impossible Push: If there's no square you can push the target into, your bull rush has no effect.</i> 	<ul style="list-style-type: none"> • <i>Charge and make a melee basic attack or a bull rush</i> <ul style="list-style-type: none"> • +1 Bonus to the Basic Attack Roll or bull rush. • must move at least 2 squares from starting position. • Moving over difficult terrain costs extra squares of movement as normal. • <i>Provoke Opportunity Attacks: If you leave a square adjacent to an enemy, that enemy can make an opportunity attack against you.</i> • <i>No Further Actions:</i> 	<ul style="list-style-type: none"> • <i>Attack a helpless enemy adjacent to you. Use any attack power you could normally use against the enemy, including a basic attack.</i> • <i>Hit: You score a critical hit.</i> • <i>If you deal damage greater than or equal to the target's bloodied value, the target dies.</i> 	<ul style="list-style-type: none"> • <i>You must be prone to crawl</i> • <i>Move up to half speed</i> • <i>Provoke Opportunity Attack</i> 	<ul style="list-style-type: none"> • <i>Acrobatics vs. Reflex or Athletics vs. Fortitude</i> • <i>Success: End the grab and shift as part of this move action.</i> • <i>Failure: You are still grabbed.</i>

CONCEALMENT

- **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.
- **Melee Attacks and Ranged Attacks Only:** Attack penalties from concealment apply only to the targets of melee or ranged attacks.

THE START OF YOUR TURN

- **Ongoing Damage:** If you're suffering ongoing damage, you take the damage now.
- **Regeneration:** If you have regeneration, you regain hit points now.
- **Other Effects:** Deal with any other effects that occur at the start of your turn.
- **End Effects:** Some effects end automatically at the start of your turn.
- **No Actions:** You can't take any actions at the start of your turn.

ACTIONS ON YOUR TURN

- **Your Actions:** You get the following three actions on your turn:
Standard action
Move action
Minor action
- **Free Actions:** You can take any number of free actions on your turn.
- **Any Order:** You can take your actions in any order you wish, and you can skip any of them.
- **Substitute Actions:** You can take a move action or a minor action instead of a standard action, and you can take a minor action instead of a move action.
- **Extra Action:** You can take an extra action by spending an action point.
- **Other Combatants' Actions:** Other combatants can take free actions on your turn, and you might take actions that trigger immediate actions or opportunity actions from other combatants.

LIGHT SOURCES

Source	Radius	Brightness	Duration
Candle	2	dim	1 hour
Torch	5	bright	1 hour
Lantern	10	bright	8 hours/pint of oil
Campfire	10	bright	8 hours
Sunrod	20	bright	4 hours

GRAB	RUN	SECOND WIND
Standard action	Move action	Standard action
<ul style="list-style-type: none"> • <i>Strength vs. Reflex, do not add any weapon modifiers.</i> • <i>Hit: enemy is immobilized and may attempt escape on its turn.</i> • <i>Sustain grab as a minor action, end grab as a free action</i> • <i>Ended by push, pull or slide.</i> • <i>Move a grabbed target: Standard action. Strength vs. Fortitude, do not add weapon modifiers.</i> • <i>Hit: Move half speed and pull grabbed target with you.</i> 	<ul style="list-style-type: none"> • <i>Speed +2</i> • <i>-5 to attack rolls</i> • <i>Grant combat advantage</i> • <i>Provoke Opportunity Attacks</i> 	<ul style="list-style-type: none"> • <i>Spend a Healing Surge</i> • <i>+2 to all Defenses</i> • <i>Once per Encounter</i>

THE END OF YOUR TURN

- **Saving Throws:** You now make a saving throw against any effect on you that a save can end.
- **Check Actions Spent:** Some powers and effects can be sustained for multiple turns. Check that you spent the action required to sustain a power or an effect during your turn. If you didn't spend the action, the power or effect ends now.
- **End Effects:** Some effects end automatically at the end of your turn.
- **No Actions:** You can't take any actions at the end of your turn.

COMBAT ADVANTAGE

- **+2 Bonus to Attack Rolls:** You gain a +2 bonus to your attack roll when you have combat advantage against the target of your attack.
- **Able to See Target:** You must be able to see a target to gain combat advantage against it.

The following situations give an attacker combat advantage against a defender.

When a defender is . . .

Balancing (page 180)

Blinded (page 277)

Climbing (page 182)

Dazed (page 277)

Flanked by the attacker (page 285)

Helpless (page 277)

Prone (melee attacks only) (page 277)

Restrained (page 277)

Running (page 291)

Squeezing (page 292)

Stunned (page 277)

Surprised (page 277)

Unable to see the attacker (page 281)

Unaware of you (page 188)

Unconscious (page 277)

DEATH AND DYING

- **Dying:** When your hit points drop to 0 or fewer, you fall unconscious and are dying. Any additional damage you take continues to reduce your current hit point total until your character dies.
- **Death Saving Throw:** When you are dying, you need to make a saving throw at the end of your turn each round. The result of your saving throw determines how close you are to death.
 - Lower than 10: You slip one step closer to death. If you get this result three times before you take a rest, you die.
 - 10–19: No change.
 - 20 or higher: Spend a healing surge. When you do so, you are considered to have 0 hit points, and then your healing surge restores hit points as normal. You are no longer dying, and you are conscious but still prone. If you roll 20 or higher but have no healing surges left expressed as a negative number, your condition doesn't change.
- **Death:** When you take damage that reduces your current hit points to your bloodied value expressed as a negative number, your character dies.

Difficulty Class and Damage by Level

Level	Difficulty Class (DC) Values			Normal Damage Expressions			Limited Damage Expressions		
	Easy	Moderate	Hard	Low	Medium	High	Low	Medium	High
1st–3rd	10	15	20	1d6 + 3	1d10 + 3	2d6 + 3	3d6 + 3	2d10 + 3	3d8 + 3
4th–6th	13	17	21	1d6 + 4	1d10 + 4	2d8 + 4	3d6 + 4	3d8 + 4	3d10 + 4
7th–9th	15	19	23	1d8 + 5	2d6 + 5	2d8 + 5	3d8 + 5	3d10 + 5	4d8 + 5
10th–12th	17	21	25	1d8 + 5	2d6 + 5	3d6 + 5	3d8 + 5	4d8 + 5	4d10 + 5
13th–15th	18	22	26	1d10 + 6	2d8 + 6	3d6 + 6	3d10 + 6	4d8 + 6	4d10 + 6
16th–18th	20	24	28	1d10 + 7	2d8 + 7	3d8 + 7	3d10 + 6	4d10 + 7	4d12 + 7
19th–21st	22	26	30	2d6 + 7	3d6 + 8	3d8 + 7	4d8 + 7	4d10 + 7	4d12 + 7
22nd–24th	23	27	31	2d6 + 8	3d6 + 8	4d6 + 8	4d8 + 8	4d12 + 8	5d10 + 8
25th–27th	24	28	32	2d8 + 9	3d8 + 9	4d6 + 9	4d10 + 9	5d10 + 9	5d12 + 9
28th–30th	25	29	33	2d8 + 10	3d8 + 10	4d8 + 10	4d10 + 9	5d10 + 9	5d12 + 9

For skill checks: Increase DCs by 5

For attacks with weapons or against AC: Increase DCs by 2