COMBAT ADVANTAGE
is granted when the 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)

Combat Advantage gives the Attacker +2 to Attack Rolls (+3 with *Nimble Blade*), and allows *Sneak Attacks*.

STANDARD ACTION

ATTACK

Use Attack Power (Use At-Will, Encounter, or Daily power)
Basic Attack (Melee, Str vs AC; Ranged, Dex vs AC)
Coup de Grace (Attack helpless creature, auto critical-hit)
Bull Rush (Push target one square and shift into their space, Str vs. Fort)
Charge (Move speed [at least 2 squares] and make a basic attack, +1 to Attack roll)
Grab (Immobilize target and hold them next to you, Str vs. Ref)

DEFEND

Second Wind (Healing Surge and +2 to all Defenses, 1/encounter)
Total Defense (+2 to all Defenses)
Aid Another (Grant ally +2 bonus to Attack, Defense, or Skill check)

SKILLS

Bluff (Make a Feint to hide or gain Combat Advantage, Bluff vs. Will)
Intimidate (Cow bloodied enemy into surrendering, Intimidate vs Fort +10)
Heal (Stabilize dying ally, grant ally a saving throw, give ally a potion)
Search (Search adjacent squares for traps, triggers or items)
Thievery (Disable a trap, pick a lock, steal an item, or hide an item)

STUNT

Anything else you can think of, like knocking a bookshelf onto someone.

Trade for Move or Minor Action

MINOR ACTION

POWERS (use some utility or racial powers)

ITEMS

Drink a Potion
Use Poison or Alchemical Object
Draw Item (Retrieve weapon, potion, etc)
Stow Item (Put held item away)
Pick up an item (Pick up item in your square)

MOVEMENT

Drop prone
Load a Weapon (Load a crossbow or rifle)
Open or Close Door
Manipulate Environment (levers, switches, etc)

MOVE ACTION

MOVE

Walk (Move your speed)
Shift (Move one square, avoiding Opportunity Attacks)
Crawl (While prone, move half your speed)
Run (Move your speed +2, grant CA and take -5 to Attack)
Stand Up (Return to standing when prone)
Squeeze (Move half speed through narrow opening)

POWERS (Use some utility powers)

SKILLS

Swim (Swim half your speed after Athletics check)
Jump (Jump vertically or horizontally based on Athletics check)
Climb (Climb one half your speed after Athletics check)
Escape (Acrobatics vs. Ref or Athletics vs. Fort, escape a grab)

STUNT

Anything else you can think of, like swinging from a chandelier.

Trade for Minor Action