



icemaze 4e combat cheat sheet

CONDITIONS

Blinded	You grant Combat Advantage and you can't flank You can't see any target (total concealment) You take a -10 penalty to Perception checks
Dazed	You grant combat advantage and you can't flank You can only take one non-free action per round You can't take immediate or opportunity actions
Deafened	You can't hear anything You take a -10 penalty to Perception checks
Dominated	You're dazed You grant combat advantage and you can't flank You can only take one non-free action per round You can't take immediate or opportunity actions The dominating creature chooses your action but it can make you use only at-will powers
Dying	You're unconscious
Helpless	You grant combat advantage You can be the target of a coup de grace
Immobilized	You can't move from your space (but you can teleport and can be moved)
Marked	You take a -2 penalty to attack rolls for any attack that doesn't target the creature that marked you
Prone	You grant combat advantage (melee attacks only) You can't move from your space (but you can crawl or teleport and can be moved) You get a +2 bonus to all defenses against ranged attacks from non-adjacent enemies You're lying on the ground You take a -2 penalty to attack rolls
Restrained	You grant combat advantage You're immobilized You can't move from your space (but you can teleport) You can't be moved You take a -2 penalty to attack rolls
Slowed	Your speed becomes 2 if it was better than 2 (doesn't apply to teleportation and forced movement). You can't increase it above 2. If you're slowed while moving you stop if you have already moved 2 or more squares.
Stunned	You grant combat advantage and you can't flank You can't take actions
Surprised	Equivalent to stunned
Unconscious	You're helpless and, if possible, you fall prone You grant combat advantage You can be the target of a coup de grace You get a +2 bonus to all defenses against ranged attacks from non-adjacent enemies You're lying on the ground You take a -5 penalty to all defenses You can't take actions (and, of course, you can't flank)
Weakened	Your attacks deal half damage (ongoing damage is not affected)

COMBAT ADVANTAGE

- The attacker gains a **+2 bonus** to attack rolls
- The attacker must be **able to see** you
- You grant CA when:
 - You are **balancing, climbing, squeezing** or **running**
 - You cannot see the attacker (e.g. you are **blinded**, the attacker is **invisible** or **hidden**)
 - You are **surprised, restrained, dazed, stunned, helpless** or **unconscious**
 - The attacker **feints** successfully
 - You are **prone** or **flanked** by the attacker (melee)

ACTIONS

Standard Actions

- **Offensive actions:** basic attack; bull rush; charge; coup de grace; grab
- **Defensive actions:** second wind; total defense
- **Support actions:** aid another; administer a potion to an unconscious ally; wake up an ally (by shaking him); give first aid, stabilize the dying or grant a saving throw (Heal)
- Ready an action
- Feint or create a diversion to hide (Bluff)
- Identify a ritual or a magical effect (Arcana)
- Search (Perception)
- Intimidate (Intimidate)
- Disable trap, open lock, pick pocket or sleight of hand (Thievery)
- Move a grabbed target
- Equip or stow a shield

Making an **acrobatic stunt** can be a standard or a move action at DM's discretion. You can hastily **escape from restraints** as a standard action (Acrobatics)

Move Actions

- Walk, shift, run, squeeze or stand up from prone
- Climb, jump, swim or balance (as part of a move action)
- Stealth (at the end of a move action)
- Jump down (Acrobatics)
- Escape from a grab (Acrobatics or Athletics)

Minor Actions

- Retrieve, store or pick up an item
- Draw or sheathe a weapon
- Drop prone
- Identify a Conjuration or a Zone (Arcana)
- Sense a creature's motives or attitude (Insight)
- Spot an object or creature (e.g. an invisible enemy) (Perception)
- Open or close a door
- Drink a potion
- Load a crossbow

Free Actions

- Speak
- Drop a held item
- Spend an action point
- End a grab
- Wake up allies (by shouting)
- Reduce falling damage (Acrobatics)

Non-Actions

- Delay your turn
- Use a knowledge skill
- Make a passive skill check (Perception or Insight)
- Make an Endurance check

ATTACK MODIFIERS

Circumstance	Mod
Combat advantage against the target	+2
Attacker is prone	-2
Attacker is restrained	-2
Target has cover	-2
Target has superior cover	-5
Target has concealment (melee or ranged)	-2
Target has total concealment (melee or ranged)	-5
Long range (ranged)	-2
Charge (melee or bull rush)	+1

OPPORTUNITY ATTACK

- **Interrupts** (is resolved before) the action that provoked it
- It's provoked by **leaving a square**, making a **ranged attack** or making an **area attack**
- You can make a **basic melee attack** to an **adjacent enemy**
- You can only make an OA **once per turn**, never on your own turn
- You must be **able to see and attack** the provoker
- You must not be **surprised, dazed, stunned** or **unconscious**