

Taking Your Turn

THE START OF YOUR TURN

- ◆ **Ongoing Damage:** If you're suffering ongoing damage (page 278), you take the damage now.
- ◆ **Regeneration:** If you have regeneration (page 293), 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 (page 286).
- ◆ **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.

THE END OF YOUR TURN

- ◆ **Saving Throws:** You now make a saving throw (page 279) against any effect on you that a save can end.
- ◆ **Check Actions Spent:** Some powers and effects can be sustained for multiple turns (see "Durations," page 278). 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.

ACTIONS ON OTHER TURNS

- ◆ **Opportunity Actions:** You can take one opportunity action on each other combatant's turn. An opportunity action must be triggered by an enemy's action.
- ◆ **Immediate Actions:** You can take one immediate action per round, either an immediate interrupt or an immediate reaction. An immediate action must be triggered by an event or an action on another combatant's turn.
- ◆ **Free Actions:** You can take any number of free actions on other combatants' turns.

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

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.

Critical Hit Damage

- ◆ **Natural 20:** If you roll a 20 on the die when making an attack roll, you score a critical hit if your total attack roll is high enough to hit your target's defense. If your attack roll is too low to score a critical hit, you still hit automatically.
- ◆ **Precision:** Some class features and powers allow you to score a critical hit when you roll numbers other than 20 (only a natural 20 is an automatic hit).

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 dominating creature chooses a single action for you to take on your turn: a standard, a move, or a minor action. The only powers it can make you use are at-will powers.
- ◆ You grant combat advantage and 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.

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.

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)
- Unconscious (page 277)

- ◆ **Maximum Damage:** Rather than roll damage, determine the maximum damage you can roll with your attack. This is your critical damage. (Attacks that don't deal damage still don't deal damage on a critical hit.)
- ◆ **Extra Damage:** Magic weapons and implements, as well as high crit weapons, can increase the damage you deal when you score a critical hit. If this extra damage is a die roll, it's not automatically maximum damage; you add the result of the roll.

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'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 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.
- ◆ 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.

Actions in Combat

STANDARD ACTIONS

Action	Description	
Administer a potion	Help an unconscious creature consume a potion	pg 255
Aid another	Improve an ally's attack roll, defense, skill check, or ability check	pg 287
Basic attack	Make a basic attack	pg 287
Bull rush	Push a target 1 square and shift into the vacated space	pg 287
Charge	Move and then make a melee basic attack or a bull rush	pg 287
Coup de grace	Make a critical hit against a helpless enemy	pg 288
Equip or stow a shield	Use a shield or put it away	
Grab	Grab an enemy	pg 290
Ready an action	Ready an action to perform when a specified trigger occurs	pg 291
Second wind	Spend a healing surge and gain a bonus to defenses (once per encounter)	pg 291
Total defense	Gain a +2 bonus to all your defenses until the start of your next turn	pg 292

MOVE ACTIONS

Action	Description	
Crawl	While prone, move up to half your speed	pg 288
Escape	Escape a grab and shift	pg 288
Run	Move up to your speed + 2; grant combat advantage until next turn; -5 Penalty to Attack Rolls	pg 291
Stand up	Stand up from prone	pg 292
Shift	Move 1 square without provoking opportunity attacks	pg 292
Squeeze	Reduce your space by 1, move up to half your speed, and grant combat advantage	pg 292
Walk	Move up to your speed	pg 292

MINOR ACTIONS

Action	Description	
Draw or sheathe a weapon	You can draw or sheathe a weapon	
Drink a potion	Consume a potion	pg 255
Drop prone	Drop down so that you are lying on the ground	pg 277
Load a crossbow	Load a crossbow so that you can fire it	pg 217
Open or close a door	Open or close a door or container that isn't locked or stuck	
Pick up an item	Pick up an object in your space or in an unoccupied square within reach	
Retrieve or stow an item	Retrieve or stow an item on your person	

IMMEDIATE ACTION

Action	Description	
Readied action	Take your readied action when its trigger occurs	pg 291

OPPORTUNITY ACTION

Action	Description	
Opportunity attack	Make a melee basic attack against an enemy that provokes an opportunity attack	pg 290

FREE ACTIONS

Action	Description	
Drop held items	Drop any items you currently hold	
End a grab	Let go of an enemy	pg 290
Spend an action point	pg 286 Spend an action point to take an extra action (once per encounter, not in a surprise round)	
Talk	Speak a few sentences	

NO ACTION

Action	Description	
Delay	Put off your turn until later in the initiative order	pg 288