

COMMON BONUSES

Attack:	1/2 Level + Ability Score Modifier + Proficiency Bonus + Enhancement Bonus + Racial Bonus + Class Bonus + Feat Bonus + Item Bonus + Power Bonus + Untyped Bonuses + Condition/Attack Modifiers - Penalties.
Damage:	Ability Score Modifier + Enhancement Bonus + Racial Bonus + Class Bonus + Feat Bonus + Item Bonus + Power Bonus + Untyped Bonuses + Condition/Attack Modifiers - Penalties.
Armor Class:	10 + 1/2 Level + Armor Bonus + Shield Bonus + Ability Score Modifier (except in heavy armor) + Enhancement Bonus + Racial Bonus + Feat Bonus + Item Bonus + Power Bonus + Untyped Bonuses - Penalties.
Fortitude:	10 + 1/2 Level + Ability Score Modifier + Enhancement Bonus + Racial Bonus + Feat Bonus + Item Bonus + Power Bonus + Untyped Bonuses - Penalties.
Reflex:	10 + 1/2 Level + Shield Bonus + Ability Score Modifier + Enhancement Bonus + Racial Bonus + Feat Bonus + Item Bonus + Power Bonus + Untyped Bonuses - Penalties.
Will:	10 + 1/2 Level + Ability Score Modifier + Enhancement Bonus + Racial Bonus + Feat Bonus + Item Bonus + Power Bonus + Untyped Bonuses - Penalties.
Skill Check:	1/2 Level + Ability Score Modifier + 5 (Trained) + Racial Bonus + Feat Bonus + Item Bonus + Power Bonus + Untyped Bonuses + Skill Specific Situational Modifiers - Armor Check Penalty - Penalties.
Ability Check:	1/2 Level + Ability Score Modifier + Any Applicable Modifiers - Any Applicable Penalties.

ACTIONS

Standard Actions

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

Move Actions

- Crawl** While prone, move up to half your speed
- Escape** Escape a grab and shift
- Run** Move up to your speed + 2; grant combat advantage until next turn
- Stand up** Stand up from prone
- Shift** Move 1 square without provoking opportunity attacks
- Squeeze** Reduce your space by 1, move up to half your speed, and grant combat advantage
- Walk** Move up to your speed

Minor Actions

- Draw or sheathe a weapon** You can draw or sheathe a weapon
- Drink a potion** Consume a potion
- Drop prone** Drop down so that you are lying on the ground
- Load a crossbow** Load a crossbow so that you can fire it
- 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 Actions

- Readied action** Take your readied action when its trigger occurs

Opportunity Actions

- Opportunity attack** Make a melee basic attack against an enemy that provokes an opportunity attack

Free Actions

- Drop held items** Drop any items you currently hold
- End a grab** Let go of an enemy
- Spend an action point** Spend an action point (once per encounter, on your turn, not on surprise round)
- Talk** Speak a few sentences

No Actions

- Delay** Put off your turn until later in the initiative order

COMBAT ADVANTAGE
+2 Bonus to Attack Rolls.

FLANKING

When two or more allies occupy squares adjacent to a target, that are on opposite sides of the target, each of those allies gains Combat Advantage on the target.

WEAPON RANGES

Long Range: -2 Penalty to Attack Rolls

- 3/6 Trident
- 5/10 Dagger
Handaxe
Throwing Hammer
Improvised
- 6/12 Shuriken
- 10/20 Hand Crossbow
Javelin
Repeating Crossbow
Sling
Tratnyr
- 15/30 Crossbow
Shortbow
- 20/40 Longbow
Superior Crossbow
- 25/50 Greatbow

FORCED MOVEMENT

Pull

Each square a pulled creature moves must bring it closer.

Push

Each Square a pushed creature moves must send it further away.

Slide

There are no restrictions regarding which way a slid creature must be moved.

SPECIAL TACTICS

Walking Point

A character at least 10 squares away from other characters can keep a Stealth roll even if those characters 10 or more squares away roll lower. Characters closer together always use the lowest roll from amongst them.

Maximizing Powers

An encounter is expected to last about 5 minutes. If you use a power that lasts until the end of the encounter and do not take a short rest after the encounter: **your power remains active for 5 minutes.** Taking a short rest automatically ends the power.

Taking 10

When you are not threatened or distracted, and performing mundane tasks, you generally "take 10" on skill checks. Your check result is equal to 10 plus your total skill bonus.

First Aid During Combat

A DC 10 Heal Check allows an adjacent ally to use their Second Wind as an immediate reaction. This uses that character's one Second Wind per encounter as normal, and the character does not gain the defense bonus that normally follows a Second Wind.

DIFFICULT TERRAIN

Each square of difficult terrain that you enter costs 1 additional square of movement.

- Moving out of a square of difficult terrain does not cost extra.
- Forced movement is not affected by difficult terrain.

FALLING DAMAGE

- You take 1d10 damage for each 10 feet you fall.
- You can make an Acrobatics check (if trained) to reduce the damage.
- If you take any damage from the fall, you fall prone upon landing.
- If your fall is caused by forced movement, you can make a saving throw to avoid going over the edge. On a success you fall prone in the last square you reach before falling.

TURN SEQUENCE

1. Ongoing Damage: If you are suffering any ongoing damage, subtract HP now.
2. Regeneration: If you have regeneration for any reason, regain HP now.
3. Other Effects: Resolve any other effects that the character currently qualifies for.
4. End Effects: End any effects that are set to end at the start of this turn.
5. Take Actions
 - 1 Standard > 1 Move > 1 Minor + Optional Action Point + Unlimited Free
6. Other Units: Other combatants may take free actions.
7. Saving Throws: Make any saving throws now.
8. End Effects: End any effects that are set to end at the end of this turn.

COVER

Cover: -2 Penalty to Attack Rolls.

Superior Cover: -5 Penalty to Attack Rolls.

To determine cover, choose a corner of the square the attack is originating from and draw lines to each corner of a square the target occupies. If 1 or 2 lines are blocked by an object or enemy the target has cover. If more are blocked, but you still have line of effect, the target has superior cover.

CONCEALMENT

Concealment: -2 Penalty to Attack Rolls

Total Concealment: -5 Penalty to Attack Rolls

A target in a lightly obscured square, or a heavily obscured square that is adjacent to you, has concealment. A target that is invisible, in a totally obscured square, or in a heavily obscured square that is not adjacent to you has total concealment. Attack penalties from concealment apply to Melee and Ranged attacks (not Area or Close).

STEALTH

- Make a Stealth check at the end of a move action.

- **Opposed Check:** Stealth vs. passive Perception of each enemy present.

- **Becoming Hidden:** You can make a Stealth check against an enemy only if you have **superior cover** or **total concealment** against the enemy or if you're outside the enemy's line of sight. Outside combat, the DM can allow you to make a Stealth check against a distracted enemy, even if you don't have superior cover or total concealment and aren't outside the enemy's line of sight.

- **Success:** You are hidden, which means you are silent and invisible to the enemy.

- **Failure:** You can try again at the end of another move action.

- **Remaining Hidden:** You remain hidden as long as you meet these requirements.

- **Keep Out of Sight:** If you no longer have any cover or concealment against an enemy, you don't remain hidden from that enemy. You don't need superior cover, total concealment, or to stay outside line of sight, but you do need some degree of cover or concealment to remain hidden. You can't use another creature as cover to remain hidden.

- **Keep Quiet:** If you speak louder than a whisper or otherwise draw attention to yourself, you don't remain hidden from any enemy that can hear you.

- **Keep Still:** If you move more than 2 squares during an action, you must make a new Stealth check with a -5 penalty. If you run, the penalty is -10. If any enemy's passive Perception check beats your check result, you don't remain hidden from that enemy.

- **Don't Attack:** If you attack, you don't remain hidden.

- **Not Remaining Hidden:** If you take an action that causes you not to remain hidden, you retain the benefits of being hidden until you resolve the action. You can't become hidden again as part of that same action.

- **Using Bluff to Hide:** Once per encounter, you can create a diversion to hide. As a standard action, make a Bluff check opposed by the passive Insight check of any enemy that can see you. If you succeed, make a Stealth check opposed by the passive Perception check of any enemy present. If the Stealth check succeeds against an enemy, you are hidden from that enemy until the end of your turn or until you attack.

INVISIBILITY

- An invisible creature does not provoke opportunity attacks, and has combat advantage against any creature that can not see it.

- If an invisible creature is hidden from you using Stealth, you can neither hear nor see it, and you have to guess what space it occupies. If an invisible creature is not hidden from you, you can hear it or sense some other sign of its presence and therefore know what space it occupies, although you still can't see it.

- **Make a Perception Check:** On your turn, you can make a Perception check as a minor action to try to determine the location of an invisible creature that is hidden from you.

CONDITIONS

Blinded (dk. brown)

- 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 (lt. purple)

- 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 (lt. brown)

- You can't hear anything.
- You take a -10 penalty to Perception checks.

Dominated (dk. purple)

- You're dazed.

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

Dying (black)

- You're unconscious.
- You're at 0 or negative hit points.
- You make a death saving throw every round.

Helpless (yellow)

- You grant combat advantage.
- You can be the target of a coup de grace.

Note: Usually you're helpless because you're unconscious.

Immobilized (lt. blue)

- 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 (blue)

- You take a -2 penalty to attack rolls for any attack that doesn't target the creature that marked you.

Petrified (dk. gray)

- 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 (lt. gray)

- 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 (dk. blue)

- 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 (lt. green)

- 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 (dk. green)

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

Surprised (green)

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

Unconscious (orange)

- 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 (brown)

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

Bloodied (red)

Ongoing Damage (white)

INSUBSTANTIAL

Some creatures, such as wailing ghosts, are insubstantial, and some powers can make you insubstantial. When you are insubstantial, you take half damage from any attack that deals damage to you. Ongoing damage is also halved.