

Your Turn in a Round

1. Start of Your Turn

- Take ongoing damage
- Regenerate hit-points
- End some effects as specified

2. Actions (taken in any order)

• Standard Action

- Administer a potion
- Aid Another (p287)
- Basic Attack (p287)
- Bull Rush (Str vs. Fort, Push target 1 square and shift into it)
- Charge (move 2 or more squares, and make either a Basic Attack or Bull Rush with a +1 bonus, and end your turn)
- Coup de grace (p288)
- Equip or stow a shield
- Grab (Str vs. Ref, immobilize target p290)
- Ready an Action
- Second Wind (spend Healing Surge, +2 all Defenses, once per encounter)
- Total Defense (+2 all Defenses)
- Substitute a Move or Minor Action (p268)

• Move Action

- Crawl (move half your speed while prone, can still provoke attacks)
- Escape (Acrobatics vs. Ref or Athletics vs. Fort to escape immobilizing effect. If successful, shift as part of action)
- Run (+2 speed, -5 on attacks, grant Combat Advantage)
- Stand up
- Shift (move 1 square without provoking attacks)
- Squeeze (p292)
- Walk (move your speed)
- Substitute a Minor Action (p268)

• Minor Action

- Draw or sheathe a weapon
- Drink a potion
- Drop prone
- Load a crossbow
- Open or close a door
- Pick up an item
- Retrieve or stow an item

• Free Action

- Drop held item
- End a grab
- Spend an action point (once per encounter, gain another action of your choosing)
- Talk

3. End of Your Turn

- Make Saving Throws for ongoing effects (roll a d20: 10 or higher ends effect, 9 or lower continues).

Actions on Other Turns

- **Opportunity Actions:** 1 per enemy turn.
- **Immediate Actions:** 1 per round.
- **Free Actions:** Unlimited on any turn.

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 against targets granting Combat Advantage

You Must Be Able to See Target

The attacker gains combat advantage against a defender when they are...

- Balancing (p180)
- Blinded (p277)
- Bluff successfully (feint p183)
- Climbing (p182)
- Dazed (p277)
- Flanked by attacker (p285)
- Helpless (p277)
- Prone (melee attacks only)(p277)
- Restrained (p277)
- Running (p291)
- Squeezing (p291)
- Stunned (p277)
- Surprised (p277)
- Unable to see attacker (p281)
- Unaware of you (p188)
- Unconscious (p277)

Opportunity Attacks

You can make a Melee Basic Attack against an opponent who...

- Moves from adjacent to you without shift, teleporting, or being forced to move.
- Uses a Ranged or Area Power
- One Per Opponents Turn, but you can take any number during a round.
- You must be able to attack and see the opponent.

Death and Dying

When you are reduced below 0 hit points, you fall unconscious. At the end of your turn each round, make a saving throw. If you roll under 10 three times, you die. On a 10-19 nothing changes. On a 20, if you have a healing surge, your hit points equal 0 + surge value and become conscience. When your hit points equal your Bloodied Value expressed as a negative, you die.

Flanking

- **Combat Advantage:** You have combat advantage against an enemy you flank (page 279).
- **Opposite Sides:** When in doubt about whether two characters flank an enemy, trace an imaginary line between the centers of the characters' squares. If the line passes through opposite sides or corners of the enemy's space, the enemy is flanked.
- **Must Be Able to Attack:** You and your ally must be able to attack the enemy. If you're affected by an effect that prevents you from taking opportunity actions, you don't flank.



Conditions

Blinded

- You grant Combat Advantage.
- You can't see (targets have total concealment).
- You take a -10 penalty to Perception checks.
- You can't flank an enemy.

Dazed

- You grant Combat Advantage.
- You are limited to one action (and free actions), but no immediate 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 actions, but can only use your 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.

Immobilized

- You can't move, but can be teleported, or forced to move.

Marked

- You take a -2 penalty to attack rolls not targeting the person who 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 but don't age.

Prone

- You grant Combat Advantage to melee attackers.
- You gain a +2 Defense bonus to non-adjacent ranged attacks.
- You take a -2 penalty on attack rolls.

Restrained

- You grant Combat Advantage.
- You're immobilized
- You can't be forced to move by a pull, push, or slide.
- You take a -2 penalty on attack rolls.

Slowed

- Your speed becomes 2. If slowed while moving, stop moving if you've already moved at least 2 squares.

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 fall prone.
- You can't flank an enemy.

Weakened

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