

STANDARD ACTIONS

Action	Description
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
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

Action	Description
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

Action	Description
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 ACTION

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

OPPORTUNITY ACTION

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

FREE ACTIONS

Action	Description
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 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

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're dazed.
- The dominating creature chooses your action. The only powers it can make you use are 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.

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.

PRONE

- 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

- 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 moving 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, other than free 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.

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.

PULL, PUSH, AND SLIDE

- ◆ **Pull:** When you pull a creature, each square you move it must bring it nearer to you.
- ◆ **Push:** When you push a creature, each square you move it must place it farther away from you.
- ◆ **Slide:** When you slide a creature, there's no restriction on the direction you can move it.

