

Combat Action Cheat Sheet

Free Actions

- Spend an Action Point
- Drop an item
- Elf: Use *elven accuracy* to reroll an attack (1/encounter)
- Halfling: Use *second chance* (1/encounter)
- Warlock: Use *misty step* after downing a cursed enemy
- Wizard: Use *wand of accuracy* or *orb of imposition* (1/encounter)
- Use Athletics or Acrobatics to reduce falling damage

Standard Actions

- Use most attack powers
- Make an Athletics or Acrobatics stunt for extra damage
- Take a move or minor action
- Attempt a bull rush (Str vs Fort)
- Charge (move between 2 and [speed] squares, then make a basic melee attack or a bull rush at +1 attack)
- Use your second wind (1/encounter)
- Full defense (+2 all defenses until your next turn)
- Aid another (skill check to add +2 to their next check)
- Help an unconscious creature consume a potion
- Coup de Grace against a helpless enemy
- Strap on or put away a shield
- Make a grab attempt
- Ready an action
- Make an Arcana check (trained only) to identify a ritual or magical effect
- Make a Bluff vs Insight check to feint (gain combat advantage until the end of your next turn) or make a diversion (make a follow-up Stealth check to hide)
- Make a Heal check for First Aid: give an ally their second wind (DC 10), stabilize the dying (DC 15), grant an immediate saving throw (DC 15), or grant a saving throw at +2 at the end of their next turn (DC 15)
- Make an Intimidate check to force a bloodied target to surrender (vs Fort +10 for hostile creatures)
- Make a Thievery check to disable a trap, open a lock, pick a pocket, perform sleight of hand
- Wizard: Cast *Ghost Sound* or *Prestidigitation*

Minor Actions

- Use many magic item powers
- Racial powers:
 - Dragonborn: Use *Dragon Breath* racial power (1/encounter)
 - Dwarf: Use *second wind* (1/encounter)
 - Tiefling: Use *Infernal Wrath* (1/encounter)
 - Warforged: Use *Warforged Resolve* (1/encounter)
- Class features:
 - Artificer: Use *Healing Infusion* (1/encounter)
 - Artificer: Use *Repair Object* (1/encounter)
 - Cleric: Use *Healing Word* (2/encounter)
 - Paladin: Use *Channel Divinity* (1/encounter)
 - Paladin: Use *Divine Challenge* to mark (at-will)
 - Paladin: Use *Lay on Hands* (Wis/day, 1/round)
 - Ranger: Designate an enemy nearest you as your *Hunter's Quarry* (1/round)
 - Warlock: Place a *Warlock's Curse* on an enemy nearest to you that you can see
 - Warlord: Use *Inspiring Word* (2/encounter)
 - Wizard: Cast *Light* or *Make Hand* (at-will)
- Draw or sheathe a weapon
- Consume a potion
- Drop prone
- Load a crossbow
- Open or close an unlocked door or container
- Pick up an object in your space or in an unoccupied square within reach
- Retrieve or stow an item on your person
- Make an Arcana check (trained only) to identify a conjuration or zone
- Make a Perception check to locate a stealthed creature
- Make an Insight check to disbelieve an illusion

Move Actions

- Move your speed
- Shift 1 square without provoking an opportunity attack
- Crawl half your speed
- Run your speed + 2 and grant combat advantage until the beginning of your next turn
- Take a minor action
- Eladrin: Use *Fey Step* (1/encounter)
- Make an Acrobatics check to balance or jump down
- Make an Athletics check to climb, jump or swim
- Make an Athletics or Acrobatics movement stunt
- Attempt to escape a grab
- Stand up from prone
- Squeeze: reduce your space by 1, move up to half your speed, and grant combat advantage

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.

Level	Difficulty Class (DC) Values			Normal Damage Expressions			Limited Damage Expressions		
	Easy	Moderate	Hard	Low	Medium	High	Low	Medium	High
1st-3rd	5	10	15	1d6 + 3	1d10 + 3	2d6 + 3	3d6 + 3	2d10 + 3	3d8 + 3
4th-6th	7	12	17	1d6 + 4	1d10 + 4	2d8 + 4	3d6 + 4	3d8 + 4	3d10 + 4
7th-9th	8	14	19	1d8 + 5	2d6 + 5	2d8 + 5	3d8 + 5	3d10 + 5	4d8 + 5
10th-12th	10	16	21	1d8 + 5	2d6 + 5	3d6 + 5	3d8 + 5	4d8 + 5	4d10 + 5
13th-15th	11	18	23	1d10 + 6	2d8 + 6	3d6 + 6	3d10 + 6	4d8 + 6	4d10 + 6
16th-18th	13	20	25	1d10 + 7	2d8 + 7	3d8 + 7	3d10 + 6	4d10 + 7	4d12 + 7
19th-21st	14	22	27	2d6 + 7	3d6 + 8	3d8 + 7	4d8 + 7	4d10 + 7	4d12 + 7
22nd-24th	16	24	29	2d6 + 8	3d6 + 8	4d6 + 8	4d8 + 8	4d12 + 8	5d10 + 8
25th-27th	17	26	31	2d8 + 9	3d8 + 9	4d6 + 9	4d10 + 9	5d10 + 9	5d12 + 9
28th-30th	19	28	33	2d8 + 10	3d8 + 10	4d8 + 10	4d10 + 9	5d10 + 9	5d12 + 9