

General PC Cheat Sheet

Common Conditions/Rules			
<p>Immobilized - You can't move unless it's a teleport or you are pulled, pushed, or slid.</p>	<p>Blinded - You can't see. All targets gain total concealment (-5 to attacks), you suffer a -10 to Perception, you grant Combat Advantage, and you can't flank.</p>	<p>Dazed - You can only take one action each turn. No free, immediate, or opportunity actions. You also grant Combat Advantage and can't Flank.</p>	<p>Stunned - You can't take any actions. You grant Combat Advantage. You can't Flank.</p>
<p>Restrained - You can't move unless you teleport, or are pulled, pushed, or slid. You take a -2 to attacks and grant Combat Advantage.</p>	<p>Weakened - You do half damage (except for Ongoing damage or damage that doesn't come from an attack roll).</p>	<p>Prone - You're laying down. -2 to attacks and can only move by crawling (half speed), teleporting, or being pulled, pushed, or slid. You grant Combat Advantage in melee and get a +2 to defenses vs. ranged attacks.</p>	<p>Slowed - Your speed becomes 2 if it was higher than that. This does not apply to forced movement, teleportation, or any movement that doesn't use your speed. You can still Run.</p>
<p>Combat Advantage - A creature granting this gives everyone a +2 to attack them.</p>	<p>Dying - You can't do anything but make Death Saves (roll a d20, get 1-9 three times and you die, 10-19 nothing, 20 spend a healing surge).</p>	<p>Flanking - A flanked creature has enemies on opposite sides that are both capable of attacking. The flanked creature grants Combat Advantage to the flanking creatures.</p>	<p>Making A Save - Roll a d20. On a roll of 10 or higher the effect ends. If the roll is 9 or lower then effect continues.</p>

Move Actions			
<p>Escape a Grab - Make either an Athletics check against the enemy's Fortitude or you make an Acrobatics check against their Reflex. Your choice.</p>	<p>Run - Move your speed +2. Take -5 to attacks. You grant Combat Advantage. You might provoke Opportunity Attacks.</p>	<p>Shift - Move 1 square. You don't provoke Opportunity Attacks. You can't do this in difficult terrain.</p>	<p>Crawl - Move half your speed when you are prone. This may provoke Opportunity Attacks.</p>

Standard Actions			
<p>Aid Another's Attack/AC - Give an ally a +2 to their next attack or defense against the next attack aimed at them.</p>	<p>Bull Rush - Make a Str attack vs. Fort without weapons. On a hit, push them 1 square. Can't do this against creatures larger than you.</p>	<p>Charge - Move up to your speed (2 squares minimum). Make a melee basic attack with a +1. This ends your turn.</p>	<p>Total Defense - Gain a +2 to all of your defenses until the start of your next turn.</p>

