

## Anatomy of a Combat Turn:

### 1. Start of your turn

- Ongoing damage and regeneration
- End some effects, as specified

### 2. Actions! In any order, one of each:

- **Standard Action**
  - Basic Attack, or
  - Use a Standard Action power
  - Charge (move at least 2 and up to your move and attack at +1, no other actions afterwards)
  - Second Wind (spend healing surge and regain hp, get +2 to all defenses until start of next turn - usable only once per encounter)
  - Substitute a Move or a Minor Action
  - Somewhat complicated tasks (administering a potion to a fellow character, making a heal check, etc.)
- **Move Action**
  - Walk (move up to your speed), or
  - Shift (1 square without provoking an Opportunity Attack - can't move into difficult terrain)
  - Run (your speed +2, grants Combat Advantage)
  - Some skill checks (acrobatics, stealth, etc) cost some or all of your movement
  - Substitute a Minor Action
- **Minor Action**
  - Drawing a weapon, closing a door, opening a chest, use a Minor Action Power, etc.
- **Free Actions** (as many as you like, within reason)
  - Talking, dropping stuff, etc.
  - Can be performed during other combatant's turns as well

### 3. End of your turn

- Make Saving Throws for some ongoing effects. Roll 1d20 (10 or higher breaks it, 9 or lower, it continues).
- End some effects, as specified

All Attack Types	Modifiers
Combat Advantage against foe	+2
Attacker is prone	-2
Target has normal cover	-2
Target has superior cover	-5
<b>Melee Attacks</b>	
Charge Attack	+1
Target has concealment	-2
No line of sight	-5
<b>Ranged Attacks</b>	
Long Range	-2
Target is prone	-2
Target has concealment	-2
No line of sight	-5

## Action Points

Most often spent to take a single extra action during your turn.

- You start with one per day. After an Extended Rest (which can only be done once per day), you reset back to one.
- More can be gained through adventuring and acts of heroism, per your DM.
- Can only be used once per encounter.

## Opportunity Actions

Sometimes you get to act on another combatant's turn, as specified below:

- Attack triggered when opponent leaves a square adjacent to you (note that this means reach no longer always grants it).
- Attack triggered when adjacent enemy makes a Ranged or Area attack (unlike spells and other Powers designated as Close).
- Can only use a melee basic attack, not a power.
- Can only take one Opportunity Action on each combatant's turn.
- Interrupts (happens before, but does not necessarily negate) the action that triggered it.

## Critical Hits

A rolled natural 20 (unmodified by bonuses) always hits your opponent. If the modified result is enough to hit your opponent's AC, it automatically deals the maximum amount of damage.

## Combat Advantage

All opponents with Combat Advantage against you gain +2 bonus to their attack if they have line of sight (see chart above).

- Granted to flankers when combatant is flanked (opposite squares).
- Granted when combatant is stunned or blind and other effects. (p.13 in KotS)
- Granted to adjacent melee attackers when prone.

## Immediate Actions

Occur on other combatant's turns.

- Come in two flavors: Interrupts and Reactions, as defined by the power.
- You can only take one Immediate Action between your turns.

## Dying

When your current hit points drop to half your maximum, you are bloodied. This affects some powers.

When your current hit points drop to zero or lower, you fall unconscious and are dying.

- Make a saving throw each round. 3 failed saves (not necessarily in a row) result in death. A fellow PC may be able to heal or stabilize you, preventing you from having to make any more.
- If your hit points reach a negative number equal to half your maximum (through sustained damage), you die.

## Other Notes