

CONDITIONS

D&D4E CRIB SHEET

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DEAF: Can't hear, -10 Perception.

DYING: Unconscious, make death saving throw every round.

HELPLESS: Grant combat advantage, can be targeted by coup de gras.

MARKED: -2 penalty to attack rolls against all but marking target.

PETRIEFD: Cannot take actions, gain resist 20 all, unaware, do not age.

SLOWED: Your maximum speed is 2.

STUNNED: Grant combat advantage, cannot take actions, cannot flank.

WEAKENED: Your attacks (besides ongoing) deal half damage.

RESTRAINED: Grant combat advantage, cannot move or be moved, -2 attack

SURPRISED: Grant combat advantage, cannot take actions (except free), cannot flank.

IMMOBILIZED: Cannot move, but can teleport or be moved by pull, push, or slide.

PRONE: Grant combat advantage to melee, +2 bonus to defenses vs ranged, -2 penalty to attack rolls.

BLIND: Grant combat advantage, cannot see targets, -5 attack penalty, -10 to Perception, cannot flank.

DAZED: Grant combat advantage, can only take one action on turn, no immediate/opportunity actions, cannot flank. Dominated: Dazed, dominating creature chooses your actions. The only powers it can use are at-wills.

UNCONSCIOUS: Helpless, -5 penalty to all defenses, cannot take actions, fall prone if possible, cannot flank.

ALL ATTACK TYPES	MODIFIERS
Combat Advantage against foe	+2
Attacker is prone	-2
Target has normal cover	-2
Target has superior cover	-5
MELEE ATTACKS	
Charge Attack	+1
Target has concealment	-2
No line of sight	-5
RANGED ATTACKS	
Long Range	-2
Target is prone	-2
Target has concealment	-2
No line of sight	-5

SKILLS

AID: DC10+½ lvl to give ally +2 to check (max +8). Give ally -1 on fail.

MONSTER KNOWLEDGE: Name, type, keywords: DC15. Powers: DC20. Resists/vulns: DC25. Paragon +5, Epic +10. Arcana: Elemental, Fey, Shadow. Dungeoneering: Aberrant. Nature: Natural. Religion: Immortal, Undead.

BLUFF: Once/encounter vs Insight. Combat Advantage til end next turn or Stealth check until attack/turn end.
HEAL: Stabilize: DC15, Use Second Wind: DC10, Grant Save+2: DC15.

SPECIAL RULES

FALLING: 1d10 damage per 10 feet fallen. Fall prone if you take damage. Trained Acrobatics check reduces damage by half the result. If forced onto a hazard, make a saving throw to be prone (if not teleporting) at ledge.

DYING: Make saving throw on turn. 3 failures and you die, roll 20+ and spend a healing surge. If HP becomes bloodied value as a negative, you die.

GRANTED SAVES: No penalty for fail.

GRAB: STR vs REF. Immobilize target while adjacent. Sustain Minor.

ESCAPE GRAB: Acrobatics vs REF or Athletics vs FORT; Shift on success

BENEFITS

INSUBSTANTIAL: Take half damage.

COMBAT ADVANTAGE: +2 bonus to attack rolls, must be able to see target.

COVER: -2 penalty to attacks against you if around corner or protected by terrain. -5 penalty to attacks against you if protected by significant terrain.

CONCEALMENT: -2 penalty to attacks against you if lightly obscured or if heavily obscured but next to target.

ESCAPE GRAB: Cannot be seen, gain combat advantage against targets that cannot see you, don't provoke opportunity attacks.

TURN ANATOMY

START: Ongoing damage, Other Effects, Regeneration, End Effects

ACTIONS: 1 Standard, 1 Move, 1 Minor

Standard Action

Basic Attack, Improvised Attack, Administer a potion, Aid Another, Bull Rush, Charge, Coup de Grace, Grab, Move a grabbed target, Bluff, Ready an action, Second Wind, Total Defense, Detect Magic, Equip or stow a shield, Stunt, Thievery, Heal, Intimidate

Move Action

Walk, Run, Shift, Jump*, Hop Down, Stand Up, Balance*, Escape, Climb*, Crawl, Swim*, Squeeze, Stealth, Stunt
 * Can be used as part of another move action.

Minor Action

Draw/sheathe weapon, Drop prone, Drink potion, Open or close door, Retrieve/stow item, Pick up item, Load Crossbow, Insight, Perception

Immediate Action (Once / Round)

Readied action

Opportunity Action (Once / Turn)

Opportunity attack

Free Action (Unlimited, any time)

Drop held items, End a grab, Spend an action point, Talk, Delay, Knowledge check

END: Saving Throws, Sustain Actions, End Effects