

DUNGEONS & DRAGONS 4TH EDITION PLAYER CHEAT SHEET

THE CORE MECHANIC: to attempt anything, roll d20, add modifier, try to meet or beat target number.

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, move, or minor action on your turn. You can't take immediate or opportunity actions, but you can take free 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.

Immobilized

- You cannot move from your space, although you can teleport and can be forced to move by a pull, push, or slide effect.

Marked

- You take a -2 penalty to attack rolls if your attack doesn't include 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 can't move from your space, although you can teleport, crawl, or be forced to move by a pull, a push or a slide
- You get a +2 bonus to all defenses against ranged attacks from nonadjacent enemies
- You're lying on the ground.
- You take a -2 penalty to attack rolls

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.

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
- 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

Common Prices for Food, Drink, Lodging

Common Meal: 2 sp

Feast: 5 gp

Pitcher of Ale: 2 sp

Bottle of Wine: 5 gp

Typical Inn Room: 5 sp

Luxury Room: 2 gp

Actions in Combat

STANDARD ACTIONS

Administer a Potion to a helpless creature.

Aid another: Improve an ally's attack roll, defense, skill check, or ability check

Basic Attack

Bull Rush: Push target 1 square and shift into the vacated space

Charge: Move and then make a basic attack or bull rush

Coup de grace

Grab an enemy

Ready an Action to perform when a specified Trigger occurs

Equip or Stow a Shield

Second Wind: Spend a healing surge and gain +2 to all defenses (usable 1x/encounter)

Total Defense: +2 to all defenses until start of your next turn

MOVE ACTIONS

Move up to your speed.

Crawl: While prone, move up to half your speed

Escape a grab and shift

Run up to your speed +2, but you grant combat advantage and take -5 penalty to attacks until next turn

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

MINOR ACTIONS

Draw or Sheathe a Weapon

Drink a Potion

Drop Prone

Load a Crossbow

Open or close a door or container

Pick up an item

Retrieve or Stow an item on your person

IMMEDIATE ACTION

Take a readied action when the trigger occurs

OPPORTUNITY ACTION

Opportunity Attack: Make a basic melee attack against an enemy that provokes an opportunity attack

FREE ACTIONS

Drop something you're holding

End a grab

Spend an Action Point

Speak

NO ACTION: Delay your turn until later in the initiative order

ATTACK MODIFIERS

Combat Advantage +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 (ranged weapon attacks only) -2

Charge Attack! +1

Death and Dying

- Dying: When your hit points drop to 0 or less, you fall unconscious and are dying. Any additional damage you take continues to reduce your current hit point total until your character dies.
- Death Saving Throw: When you are dying, you need to make a saving throw at the end of your turn each round. The result of your saving throw determines how close you are to death.
 - Lower than 10: You slip one step closer to death. If you get this result three times before you take a rest, you die.
 - 10-19: No Change
 - 20 or higher: Spend a healing surge. When you do so, you are considered to have 0 hit points, and then your healing surge restores hit points as normal. You are no longer dying, and you are conscious but still prone. If you roll 20 or higher but have no healing surges left, your condition doesn't change.
- Death: When you take damage that reduces your current hit points to your bloodied value expressed as a negative number, your character dies.

Healing a Dying Character

- Regain Hit Points: When you are dying and receiving healing, you go to 0 hit points and then regain hit points from the healing effect. If the healing effect requires you to spend a healing surge but you have none left, you are restored to 1 hit point.
- Become Conscious: As soon as you have a current hit point total that is greater than 0, you become conscious and are no longer dying. You are still prone until you take an action to stand up.

SKILLS

Acrobatics: Balance on a small surface, escape from restraints or a hold, take less damage from a fall, swing on a chandelier, somersault over something.

Arcana: Identify magic spells, recall certain Arcana-related monster information, manipulate magical energy.

Athletics: Strength-based activities: running, climbing, swimming, holding onto a moving wagon while being dragged behind it, breaking out of a hold.

Bluff: Lie, fast-talk, con, pass off a disguise, create a diversion, impersonate a voice, tell a tall tale.

Diplomacy: Influence others using tact, subtlety, or good-will. Haggle with a merchant. Demonstrate proper etiquette and decorum. Negotiate a deal in good faith. Give a speech.

Dungeoneering: Finding one's way through underground complexes. Determine cardinal directions underground. Recognize underground flora and fauna. Spot new construction or excavations.

Endurance: Hold breath for long periods of time, swim for a long time, deal with hunger or thirst. Drink full stein of ale at once.

Heal: bind wounds, first aid, treat disease, ascertain whether or not a creature is dead, diagnose disease, determine type of weapon that caused an injury.

History: Knowledge of a region's historical record, including timeline, important figures, events, laws, customs, traditions, and possibly more esoteric information.

Insight: Counter a Bluff check, read mood of a crowd, interpret enemies' hand signs, recognize an illusion.

Intimidate: Influence others through hostile actions

Nature: Knowledge of terrain, weather, climate, plants and animals; natural monster knowledge; forage for food; calm or train an animal; camouflage a trap or construction in a natural setting; build a shelter to protect against harsh weather.

Perception: Notice things by sight or sound. Find a hidden creature. Determine that terrain or an object is an illusion.

Religion: Knowledge of religious information; immortal and undead monster knowledge; preside over known religious ceremony.

Stealth: Conceal self from enemies in shadows, sneak up on others, hide an object in a room, craft a hidden compartment, embed a secret message in a letter.

Streetwise: Knowledge of the ins and outs of city life. Find out what's going on, who's important in a new town. Make your way around town. Locate best deal on an item. Notice that merchandise is counterfeit.

Thievery: Disable trap, open lock, pick pocket, sleight of hand, fix something mechanical, craft a lock, bind a creature with rope.