BULL RUSH: STANDARD ACTION

- **Target:** You can bull rush a target adjacent to you that is smaller than you, the same size category as you, or one category larger than you.
- **Strength Attack:** Make a Strength attack vs. Fortitude defense. Do not add any modifiers for the weapon you use.
  - *Hit:* Push the target 1 square, and shift into the vacated space.
- **Impossible Push:** If there's no square you can push the target into, your bull rush has no effect.

COUP DE GRACE: STANDARD ACTION

- **Helpless Target:** You can deliver a coup de grace against a helpless enemy adjacent to you. Use any attack power you could normally use against the enemy, including a basic attack.
  - *Hit:* You score a critical hit.
- **Slaying the Target Outright:** If you deal damage greater than or equal to the target's bloodied value, the target dies.

CRAWL: MOVE ACTION

- **Prone:** You must be prone to crawl.
- **Movement:** Move up to half your speed.
- **Provoke Opportunity Attacks:** If you leave a square adjacent to an enemy, that enemy can make an opportunity attack against you.

GRAB: STANDARD ACTION

- **Target:** You can attempt to grab a creature that is smaller than you, the same size category as you, or one category larger than you. The creature must be within your melee reach (don't count extra reach from a weapon).
- **Strength Attack:** Make a Strength attack vs. Reflex. Do not add any weapon modifiers. You must have at least one hand free to make a grab attempt.
  - *Hit:* The enemy is immobilized until it escapes or you end the grab. Your enemy can attempt to escape on its turn.
- **Sustaining a Grab:** You sustain a grab as a minor action. You can end a grab as a free action.
- **Effects that End a Grab:** If you are affected by a condition that prevents you from taking opportunity actions (such as dazed, stunned, surprised, or unconscious), you immediately let go of a grabbed enemy. If you move away from the creature you're grabbing, you let go and the grab ends. If a pull, a push, or a slide moves you or the creature you're grabbing out of your reach, the grab ends.

MOVE A GRABBED TARGET: STANDARD ACTION

- **Strength Attack:** Make a Strength attack vs. Fortitude. Do not add any weapon modifiers.
  - *Hit:* Move up to half your speed and pull the grabbed target with you.
- **Opportunity Attacks:** If you pull the target, you and the target do not provoke opportunity attacks from each other, and the target doesn't provoke opportunity attacks from adjacent enemies. However, if you leave a square adjacent to an enemy, that enemy can make an opportunity attack against you.

CHARGE: STANDARD ACTION

- **Move and Attack:** Move your speed as part of the charge and make a melee basic attack or a bull rush at the end of your move.
- **+1 Bonus to the Attack Roll:** You gain a +1 bonus to the attack roll of your basic attack or bull rush.
- **Movement Requirements:** You must move at least 2 squares from your starting position, and you must move directly to the nearest square from which you can attack the enemy. You can't charge if the nearest square is occupied. Moving over difficult terrain costs extra squares of movement as normal.
- **Provoke Opportunity Attacks:** If you leave a square adjacent to an enemy, that enemy can make an opportunity attack against you.
- **No Further Actions:** After you resolve a charge attack, you can't take any further actions this turn, unless you spend an action point to take an extra action.

ESCAPE: MOVE ACTION

- **Acrobatics or Athletics:** Make an Acrobatics check vs. Reflex or an Athletics check vs. Fortitude against the creature or effect that immobilized you.
- **Check:** Resolve your check.
  - *Success:* You end the grab and can shift as part of this move action.
  - *Failure:* You're still grabbed.

Melee Basic Attack   Basic Attack
You resort to the simple attack you learned when you first picked up a melee weapon.
At-Will ✦ Weapon
Standard Action Melee weapon
Target: One creature
Attack: Strength vs. AC
Hit: 1[W] + Strength modifier damage.
Increase damage to 2[W] + Strength modifier at 21st level.
Special: You can use an unarmed attack as a weapon to make a melee basic attack.

Ranged Basic Attack   Basic Attack
You resort to the simple attack you learned when you first picked up a ranged weapon.
At-Will ✦ Weapon
Standard Action Ranged weapon
Target: One creature
Attack: Dexterity vs. AC
Hit: 1[W] + Dexterity modifier damage.
Increase damage to 2[W] + Dexterity modifier at 21st level.
Special: Weapons with the heavy thrown property (see page 216) use Strength instead of Dexterity for attack rolls and damage rolls.
Special: Warlocks can use eldritch blast as a ranged basic attack, and wizards can use magic missile as a ranged basic attack.

RUN: MOVE ACTION

- **Speed + 2:** Move up to your speed + 2. For example, if your speed is normally 6, you can move up to 8 squares when you run.
- **-5 Penalty to Attack Rolls:** You have a -5 penalty to attack rolls until the start of your next turn.
- **Grant Combat Advantage:** As soon as you begin running, you grant combat advantage to all enemies until the start of your next turn.
- **Provoke Opportunity Attacks:** If you leave a square adjacent to an enemy, that enemy can make an opportunity attack against you.

DELAY: NO ACTION

- **Delay Entire Turn:** You must delay your entire turn, so you can't delay if you've already taken an action on your turn. You also can't delay if you're dazed or if you're unable to take actions.
- **Coming Back into the Initiative Order:** After any other combatant has completed a turn, you can step back into the initiative order. Perform your actions as desired and adjust your initiative to your new position in the order.
- **Losing a Delayed Turn:** If you don't take your delayed turn before your initiative comes up, you lose the delayed turn and your initiative remains where it was.
- **Start of Your Turn:** At the moment you delay, carry out the start of your turn normally.
- **End of Your Turn:** You don't have a normal end of your turn (page 269). Instead, the things you do at the end of your turn happen at two separate times.
  - *End Beneficial Effects when You Delay:* At the moment you delay, end effects that last until the end of your turn and that are beneficial to you or your allies. For example, if on your previous turn you stunned an enemy until the end of your next turn, the stunned condition ends. You can't prolong a beneficial effect by delaying.
  - *End Sustained Effects when You Delay:* You can't sustain a power if you delay. At the moment you delay your action, the "check actions spent" part of the end of your turn occurs. Because you haven't spent an action to sustain any active powers, sustainable effects end.
  - *End Harmful Effects after You Act:* After you return to the initiative order and take your actions, end effects that last until the end of your turn and that are harmful to you. For example, if an enemy stunned you until the end of your next turn, the stunned condition ends. You can't avoid a harmful effect by delaying.
  - *Make Saving Throws after You Act:* After you return to the initiative order and take your actions, you make saving throws against effects on you.

OPPORTUNITY ATTACK: OPPORTUNITY ACTION

- **Melee Basic Attack:** An opportunity attack is a melee basic attack (page 287).
- **Moving Provokes:** If an enemy leaves a square adjacent to you, you can make an opportunity attack against that enemy. However, you can't make one if the enemy shifts or teleports or is forced to move away by a pull, a push, or a slide.
- **Ranged and Area Powers Provoke:** If an enemy adjacent to you uses a ranged power or an area power, you can make an opportunity attack against that enemy.
- **One per Combatant's Turn:** You can take only one opportunity action during another combatant's turn, but you can take any number during a round.

TOTAL DEFENSE: STANDARD ACTION

- **+2 Bonus to All Defenses:** You gain a +2 bonus to all defenses until the start of your next turn.

READY AN ACTION: STANDARD ACTION

- **Choose Action to Ready:** Choose the specific action you are readying (what attack you plan to use, for example) as well as your intended target. You can ready a standard action, a move action, or a minor action. Whichever action you choose, the act of readying it is a standard action.
- **Choose Trigger:** Choose the action that will trigger your readied action. When that action occurs, you can use your readied action. If the trigger doesn't occur or you choose to ignore it, you can't use your readied action, and you take your next turn as normal.
- **Immediate Reaction:** A readied action is an immediate reaction. It takes place after your enemy completes the action that triggers it.
- **Interrupting an Enemy:** If you want to use a readied action to attack before an enemy attacks, you should ready your action in response to the enemy's movement. That way your attack will be triggered by a portion of the enemy's move, and you will interrupt it and attack first. If you ready an action to be triggered by an enemy attack, your readied action will occur as a reaction to that attack, so you'll attack after the enemy.
  - Note that an enemy might use a power that lets it move and then attack. If you readied an action to attack in response to that enemy's movement, your readied action interrupts the movement, and you can attack before the enemy does.

THE START OF YOUR TURN

- **Ongoing Damage:** If you're suffering ongoing damage (page 278), you take the damage now.
- **Regeneration:** If you have regeneration (page 293), you regain hit points now.
- **Other Effects:** Deal with any other effects that occur at the start of your turn.
- **End Effects:** Some effects end automatically at the start of your turn.
- **No Actions:** You can't take any actions at the start of your turn.

THE END OF YOUR TURN

- **Saving Throws:** You now make a saving throw (page 279) against any effect on you that a save can end.
- **Check Actions Spent:** Some powers and effects can be sustained for multiple turns (see "Durations," page 278). Check that you spent the action required to sustain a power or an effect during your turn. If you didn't spend the action, the power or effect ends now.
- **End Effects:** Some effects end automatically at the end of your turn.
- **No Actions:** You can't take any actions at the end of your turn.