

Melee Basic Attack (standard ; at-will ; Meele Weapon)

You resort to the simple attack you learned when you first picked up a melee weapon.

Target: One creature

Attack: Str 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 (standard ; at-will ; Ranged Weapon)

You resort to the simple attack you learned when you first picked up a ranged weapon.

Target: One creature

Attack: Dex vs. AC

Hit: 1[W] + Strength modifier damage. Increase damage to 2[W] + Strength 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.

Bull Rush (standard ; at-will ; Meele)

You try to push an enemy away. This tactic is useful for forcing an enemy out of a defensive position or into a dangerous one, such as in a pool of lava or over a cliff.

Target: One creature

Attack: Str vs. Fort

Hit: Push the target 1 square, and shift into the vacated space.

Special: If there's no square you can push the target into, your bull rush has no effect.

Charge (standard ; at-will ; Meele)

You throw yourself into the fight, dashing forward and launching an attack.

Target: One creature

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.

Requirement: 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.

Attack: Str+1 vs. Fort

Hit: Unarmed + Strength modifier damage. Push the target 1 square, and shift into the vacated space.

Coup de Grace (standard ; at-will ; Meele)

Sometimes, you have the opportunity to attack a foe who is completely defenseless. It's not chivalrous to do so, but it is viciously effective. This action is known as a coup de grace.

Target: One creature

Requirement: 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. If you deal damage greater than or equal to the target's bloodied value, the target dies.

Crawl (movement ; at-will)

When you are prone, you can crawl.

Requirement: You must be prone to crawl.

Movement: Move up to half your speed.

Escape (standard ; at-will ; Meele)

You attempt to escape from an enemy who has grabbed you (see "Grab"). Other immobilizing effects might let you make escape attempts.

Target: One creature or effect that is immobilizing you

Hit: Acrobatics vs. Reflex OR Athletics vs. Fortitude

Effect: You end the immobilizing effect and shift one square.

Grab (standard ; at-will ; Meele)

You seize a creature bodily and keep it from moving. The creature you grab can attempt to escape on its turn (see “Escape”).

Target: One creature (max. 1 size large than you)

Attack: Str vs. Ref

Hit: The enemy is immobilized until it escapes or you end the grab. Your enemy can attempt to escape on its turn.

Sustain: You sustain a grab as a minor action. You can end a grab as a free action.

If you are affected by a condition that prevents you from taking opportunity actions, you immediately let go of a grabbed enemy. If a pull, a push, or a slide moves you or the creature you’re grabbing out of your reach, the grab ends.

Move: To move a grabbed target, you must succeed on a Strength attack. However, helpless allies are treated as objects; you just pick them up and move them. Move up to half your speed.

Opportunity Attack (Reaction ; at-will ; Meele)

Combatants constantly watch for their enemies to drop their guard.

Trigger: If an enemy leaves a square adjacent to you (unless shifting, teleporting or forced to move). If an enemy adjacent to you makes ranged or area power.

Effect: Make a basic Meele Attack

You can take only one opportunity action during another combatant’s turn

Run (movement ; at-will)

You can use an all-out sprint when you really need to cover ground fast. However, this is a dangerous tactic - you have to lower your guard to make your best speed, and you can’t attack very well.

Movement: Move with + 2 on speed.

Effect: –5 penalty to attack rolls until the start of your next turn. You grant combat advantage to all enemies until the start of your next turn.

Second Wind (standard ; encounter)

You can dig into your resolve and endurance to find an extra burst of vitality. In game terms, you spend a healing surge to regain some of your lost hit points, and you focus on defending yourself.

Effect: Spend a healing Surge. +2 bonus to all defenses until the start of your next turn.

Shift (movement ; at-will)

Moving through a fierce battle is dangerous; you must be careful to avoid a misstep that gives your foe a chance to strike a telling blow. The way you move safely when enemies are nearby is to shift.

Movement: Move 1 square. You don’t provoke an opportunity attack.

Total Defense (standard ; encounter)

Sometimes it’s more important to stay alive than attack your foes, so you focus your attention on defense.

Effect: +2 bonus to all defenses until the start of your next turn.

Administer a potion (standard ; at-will)

Effect: Help an unconscious creature. Consume a potion.

Drink a potion (minor ; at-will)

Effect: Consume a potion.

Draw a weapon (minor ; at-will)

Effect: Draw or sheathe a weapon.

Aid another (standard ; at-will)

Effect: Improve an ally’s attack roll, defense, skill check, or ability check.

Drop Prone (minor ; at-will)

Effect: Drop down so that you are lying on the ground.

Load a crossbow (minor ; at-will)

Effect: Load a crossbow so that you can fire it.

Pick up an item (minor ; at-will)

Effect: Pick up an object in your space or in an unoccupied square within reach.

Retrieve or stow an Item (minor ; at-will)

Effect: Retrieve or stow an item on your person.

Spend an action point (Free ; encounter)

Effect: Spend an action point to take an extra standard action.

