

Total XP	Level	Ability Scores	Powers and Features	Feats Known	Total Powers Known (AW/E/D/U)
0	1	Racial	class features; racial traits; gain 1 feat; train starting skills; gain 2 at-will attack powers; gain 1 encounter attack power; gain 1 daily attack power	1	2/1/1/0
1000	2	-	gain 1 utility power; gain 1 feat	2	2/1/1/1
2250	3	-	gain 1 encounter attack power	2	2/2/1/1
3750	4	+1 to two	stat bonuses; gain 1 feat	3	2/2/1/1
5500	5	-	gain 1 daily attack power	3	2/2/2/1
7500	6	-	gain 1 utility power; gain 1 feat	4	2/2/2/2
10000	7	-	gain 1 encounter attack power	4	2/3/2/2
13000	8	+1 to two	stat bonuses; gain 1 feat	5	2/3/2/2
16500	9	-	gain 1 daily attack power	5	2/3/3/2
20500	10	-	gain 1 utility power; gain 1 feat	6	2/3/3/3
 					
26000	11	+1 to all	paragon path features; gain 1 paragon path encounter attack power; gain 1 feat	7	2/4/3/3
32000	12	-	gain 1 paragon path utility power; gain 1 feat	8	2/4/3/4
39000	13	-	replace 1 encounter attack power	8	2/4*/3/4
47000	14	+1 to two	stat bonuses; gain 1 feat	9	2/4/3/4
57000	15	-	replace 1 daily attack power	9	2/4/3*/4
69000	16	-	paragon path feature; gain 1 utility power; gain 1 feat	10	2/4/3/5
83000	17	-	replace 1 encounter attack power	10	2/4*/3/5
99000	18	+1 to two	stat bonuses; gain 1 feat	11	2/4/3/5
119000	19	-	replace 1 daily attack power	11	2/4/3*/5
143000	20	-	gain 1 paragon path daily attack power; gain 1 feat	12	2/4/4/5
 					
175000	21	+1 to all	epic destiny features; gain 1 feat	13	2/4/4/5
210000	22	-	gain 1 utility power; gain 1 feat	14	2/4/4/6
255000	23	-	replace 1 encounter attack power	14	2/4*/4/6
310000	24	+1 to two	stat bonuses; gain 1 feat; epic destiny feature	15	2/4/4/6
375000	25	-	replace 1 daily attack power	15	2/4/4*/6
450000	26	-	gain 1 epic destiny utility power; gain 1 feat	16	2/4/4/7
550000	27	-	replace 1 encounter attack power	16	2/4*/4/7
675000	28	+1 to two	stat bonuses; gain 1 feat	17	2/4/4/7
825000	29	-	replace 1 daily attack power	17	2/4/4*/7
1000000	30	-	epic destiny feature; gain 1 feat	18	2/4/4/7

Skills:

Assisting: Allies working together can help each other with a skill (at the DMs discretion). Any ally who rolls over a 10 gives a +2 bonus to the check, to a maximum of +8.

Monster Knowledge Checks

Regardless of the knowledge skill you're using, refer to the rules here when making a check to identify a monster. The DM may allow a "Passive Monster Knowledge" (10 + Skill) to determine what you know at the start of the combat.

Monster Knowledge: No action required—either you know the answer or you don't.

- DC: See the table.
- Success: You identify a creature as well as its type, typical temperament, and keywords. Higher results give you information about the creature's powers, resistances, and vulnerabilities.
- Failure: You don't recall any pertinent information. The DM might allow you to make a new check if further information comes to light.

Monster Knowledge	DC
Name, type, and keywords	15
Powers	20
Resistances and vulnerabilities	25
Paragon tier creature	+5
Epic tier creature	+10

Creature Origin	Skill
Aberrant	Dungeoneering
Elemental	Arcana
Fey	Arcana
Immortal	Religion
Natural	Nature
Shadow	Arcana
Undead	Religion

Acrobatics:

Reducing falling damage is trained only. Roll. Half your result is subtracted from the damage you would take for that fall. If you take no damage, you may land on your feet.

Balance

Make an Acrobatics check to move across a surface less than 1 foot wide (such as a ledge or a tightrope) or across an unstable surface (such as a wind-tossed rope bridge or a rocking log).

Balance: Part of a move action.

- DC: See the table.
- Success: You can move one-half your speed across a narrow or unstable surface.
- Fail by 4 or Less: You stay in the square you started in and lose the rest of your move action, but you don't fall. You can try again as part of a move action.
- Fail by 5 or More: You fall off the surface (see "Falling," page 284) and lose the rest of your move action. If you are trying to move across an unstable surface that isn't narrow, you instead fall prone in the square you started in. You can try again as part of a move action if you're still on the surface.
- Grant Combat Advantage: While you are balancing, enemies have combat advantage against you.
- Taking Damage: If you take damage, you must make a new Acrobatics check to remain standing.

Surface	DC
Narrow or Unstable	20
Very Narrow (less than 6 inches)	+5
Narrow and Unstable	+5

Athletics:

Climbing:

Surface	DC
Ladder	0
Rope	10
Uneven Surface (Cave Wall)	15
Rough Surface (Brick Wall)	20
Slippery	+5
Unusually Smooth	+5

Jumping:

Divide your result by 10, 5 if you moved 2 squares before the jump. Vertical jumps, result is the number of feet in height (add reach, which is height plus 1/3 height, if needed) you clear. Horizontal jumps, result is number of squares. Distance cleared vertically on a horizontal jump is 1/4 the horizontal distance. All jumps use movement. If you run out of movement, you fall. You can end half of a double move during the jump.

Dungeoneering/Nature:

Forage: 1 hour.

- ◆ DC: DC 15 to find food and water for one person, DC 25 for up to five people. The DM might adjust the DC in different environments (5 lower in a cultivated environment or 5 higher in a barren one).
- ◆ Success: You find enough food and water for 24 hours.
- ◆ Failure: You find no food or water. You can forage again but in a different area.

Endurance:

Task	DC
Endure extreme weather	Base 15
Resist Disease	Varies
Ignore hunger	10 + 2 per day
Ignore thirst	15 + 4 per day
Hold breath (each round after 5)	10 + 1 per round
Swim or tread water (after 1 hour)	15 + 2 per hour

Heal: (All Standard actions)

Action	DC
Use second wind (adjacent character can use second wind without using an action)	10
Stabilize the Dying (adjacent character can stop making death saving throws until they take damage)	15
Grant a saving throw (Adjacent ally can immediately make a saving throw, or they get a +2 bonus to a saving throw at the end of their next turn)	15

Stealth

Stealth: At the end of a move action.

- **Opposed Check:** Stealth vs. passive Perception. If multiple enemies are present, your Stealth check is opposed by each enemy's passive Perception check. If you move more than 2 squares during the move action, you take a -5 penalty to the Stealth check. If you run, the penalty is -10.
- **Becoming Hidden:** You can make a Stealth check against an enemy only if you have superior cover or total concealment against the enemy or if you're outside the enemy's line of sight. Outside combat, the DM can allow you to make a Stealth check against a distracted enemy, even if you don't have superior cover or total concealment and aren't outside the enemy's line of sight. The distracted enemy might be focused on something in a different direction, allowing you to sneak up.
- **Success:** You are hidden, which means you are silent and invisible to the enemy (see "Concealment" and "Targeting What You Can't See").
- **Failure:** You can try again at the end of another move action.
- **Remaining Hidden:** You remain hidden as long as you meet these requirements.
 - **Keep Out of Sight:** If you no longer have any cover or concealment against an enemy, you don't remain hidden from that enemy. You don't need superior cover, total concealment, or to stay outside line of sight, but you do need some degree of cover or concealment to remain hidden. You can't use another creature as cover to remain hidden.
 - **Keep Quiet:** If you speak louder than a whisper or otherwise draw attention to yourself, you don't remain hidden from any enemy that can hear you. **Keep Still:** If you move more than 2 squares during an action, you must make a new Stealth check with a -5 penalty. If you run, the penalty is -10. If any enemy's passive Perception check beats your check result, you don't remain hidden from that enemy.
 - **Don't Attack:** If you attack, you don't remain hidden.
- **Not Remaining Hidden:** If you take an action that causes you not to remain hidden, you retain the benefits of being hidden until you resolve the action. You can't become hidden again as part of that same action.
- **Enemy Activity:** An enemy can try to find you on its turn. If an enemy makes an active Perception check and beats your Stealth check result (don't make a new check), you don't remain hidden from that enemy. Also, if an enemy tries to enter your space, you don't remain hidden from that enemy.

Combat

<p>Blinded</p> <ul style="list-style-type: none"> 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. 	<p>Petrified</p> <ul style="list-style-type: none"> 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
<p>Dazed</p> <ul style="list-style-type: none"> You grant combat advantage You can take either a standard, move, or minor action on your turn (you can still take free actions). You can't take immediate or opportunity actions. You can't flank an enemy 	<p>Prone</p> <ul style="list-style-type: none"> You grant combat advantage to melee attacks You gain a +2 to all defenses against range attacks from nonadjacent enemies You're lying on the ground (If you're flying, you safely descend a distance equal to your fly speed. If you don't reach the ground, you fall.) You take a -2 penalty to attack rolls. You can drop prone as a minor action.
<p>Deafened</p> <ul style="list-style-type: none"> You can't hear anything You take a -10 penalty to Perception checks 	<p>Restrained</p> <ul style="list-style-type: none"> You grant combat advantage You're immobilized You can't be forced to move by a pull, a push, or a slide you take -2 penalty to attack rolls
<p>Dominated</p> <ul style="list-style-type: none"> You're dazed. The dominating creature chooses your actions. The only powers it can make you use are at-will powers. 	<p>Slowed</p> <ul style="list-style-type: none"> Your speed becomes 2. This speed applies to all your movement modes, but it does not apply to teleportation or to a pull, a push, or a slide. You can't increase your speed above 2, and your speed doesn't increase if it was lower than 2. If you're slowed while moving, stop moving if you have already moved 2 or more squares.
<p>Dying</p> <ul style="list-style-type: none"> You're unconscious You're at 0 or negative hit points You make a death saving throw every round 	<p>Stunned</p> <ul style="list-style-type: none"> You grant combat advantage You can't take actions You can't flank an enemy
<p>Helpless</p> <ul style="list-style-type: none"> You grant combat advantage You can be the target of a coup de grace. 	<p>Surprised</p> <ul style="list-style-type: none"> You grant combat advantage You can't take actions, other than free actions. You can't flank an enemy
<p>Immobilized</p> <ul style="list-style-type: none"> You can't move from your space, although you can teleport and be forced to move by a pull, push, or slide. 	<p>Unconscious</p> <ul style="list-style-type: none"> 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
<p>Marked</p> <ul style="list-style-type: none"> You take a -2 penalty to attack rolls for any attack that doesn't target the creature that marked you. 	<p>Weakened</p> <ul style="list-style-type: none"> Your attacks deal half damage. Ongoing damage you deal is unaffected.

Cover	Concealment
<p>Enemies behind a low wall, around a corner, or behind a tree enjoy some amount of cover; you can't hit them as easily as you normally could.</p> <ul style="list-style-type: none"> • Cover (–2 Penalty to Attack Rolls): The target is around a corner or protected by terrain. For example, the target might be in the same square as a small tree, obscured by a small pillar or a large piece of furniture, or behind a low wall. • Superior Cover (–5 Penalty to Attack Rolls): The target is protected by a significant terrain advantage, such as when fighting from behind a window, a portcullis, a grate, or an arrow slit. • Area Attacks and Close Attacks: When you make an area attack or a close attack, a target has cover if there is an obstruction between the origin square and the target, not between you and the target. • Reach: If a creature that has reach attacks through terrain that would grant cover if the target were in it, the target has cover. For example, even if you're not in the same square as a small pillar, it gives you cover from the attack of an ogre on the other side of the pillar. • Creatures and Cover: When you make a ranged attack against an enemy and other enemies are in the way, your target has cover. Your allies never grant cover to your enemies, and neither allies nor enemies give cover against melee, close, or area attacks. • Determining Cover: To determine if a target has cover, choose a corner of a square you occupy (or a corner of your attack's origin square) and trace imaginary lines from that corner to every corner of any one square the target occupies. If one or two of those lines are blocked by an obstacle or an enemy, the target has cover. (A line isn't blocked if it runs along the edge of an obstacle's or an enemy's square.) If three or four of those lines are blocked but you have line of effect, the target has superior cover. 	<p>Obscured Squares</p> <ul style="list-style-type: none"> • Lightly Obscured: Squares of dim light, foliage, fog, smoke, heavy falling snow, or rain are lightly obscured. • Heavily Obscured: Squares of heavy fog, heavy smoke, or heavy foliage are heavily obscured. • Totally Obscured: Squares of darkness are totally obscured. <hr/> <p>Concealment</p> <ul style="list-style-type: none"> • Concealment (–2 Penalty to Attack Rolls): The target is in a lightly obscured square or in a heavily obscured square but adjacent to you. • Total Concealment (–5 Penalty to Attack Rolls): You can't see the target. The target is invisible, in a totally obscured square, or in a heavily obscured square and not adjacent to you. • Melee Attacks and Ranged Attacks Only: Attack penalties from concealment apply only to the targets of melee or ranged attacks. <hr/> <p>Invisible</p> <ul style="list-style-type: none"> • You can't be seen by normal forms of vision. • You have combat advantage against any enemy that can't see you. • You don't provoke opportunity attacks from enemies that can't see you.

Targeting what you can't see

If you're fighting a creature you can't see – when a creature is invisible, you're blinded, or you're fighting in darkness you can't see through – you have to target a square rather than the creature. You also have to figure out which square to attack. Here's how it works.

- **Invisible Creature Uses Stealth:** At the end of a concealed creature's turn, it makes a Stealth check opposed by your passive Perception check. If you beat it, you know there's a creature present that you can't see, and you know the direction to its location. If you beat it by 10 or more, you know exactly what square the creature ended its turn in. The concealed creature also makes a Stealth check if it takes an immediate action or an opportunity action.
- **Make a Perception Check:** On your turn, you can make an active Perception check as a minor action, comparing the result to the concealed creature's last Stealth check. If you win, you know the direction to the creature's location, or its exact location if you beat it by 10 or more.
- **Pick a Square and Attack:** Choose a square to attack, using whatever information you've gleaned so far about the target's location. Roll the attack normally (taking the –5 penalty for attacking a creature that has total concealment). If you pick the wrong square, your attack automatically misses, but only the DM knows whether you guessed the wrong square or your attack just missed.
- **Close or Area Attacks:** You can make a close attack or an area attack that includes the square you think (or know) the concealed creature is in. Your attack roll doesn't take a penalty from the target's concealment.

Movement and Positioning

Creature Size		
Size	Space	Reach
Tiny	½	0
Small	1	1
Medium	1	1
Large	2x2	1 – 2
Huge	3x3	2 – 3
Gargantuan	4x4 or larger	3 – 4

Note: Four individual Tiny creatures can fit in a square. More can fit if the creatures are a swarm

Occupied squares: You can move through a square occupied by an ally. You can't move through an enemy's space unless that enemy is helpless or 2 size categories larger or smaller than you. You can only end your movement in an ally's square if they are prone. You can only end your movement in an enemy's square if they are helpless. Tiny creatures can end their movement in a larger creature's square.

Obstacles: If the obstacle fills the square, you can't enter the square. When an obstacle fills a square, you can't move diagonally across the corner of that square. If an object, such as a low wall, runs along the edge of two squares, crossing that obstacle counts as difficult terrain, if the squares would not normally be difficult terrain.

Double Move: When you double move, you use the **same** move action twice (two walks, two runs, two shifts, etc.). When you double move, add the speeds of the two move actions together, then move. Your first move action can end in an ally's space, since you're not stopping. Sometimes, double move lets you cross over more difficult terrain than normal, because you're adding the speeds together.

Falling: Damage is 1d10 for each 10 feet. You fall prone when you land, unless you take no damage. If you are trained in Acrobatics, you can make a check to reduce the damage. If a power or a bull rush forces you over a precipice or into a pit, you can immediately make a saving throw to avoid going over the edge. A result of 10 or higher and you fall prone at the edge, rather than going over, and the forced movement ends.

Forced Movement: The distance specified is a maximum, and cannot include vertical movement. Forced movement ignores difficult terrain, and does not count against the target's movement allowance. The target can't be forced to move into a space it couldn't enter by walking.

Teleportation: Requires line of sight, but not line of effect, and does not provoke opportunity attacks.

Actions in Combat

Action	Description
Standard actions	
Administer a potion	Help an unconscious creature consume a potion
Aid another	Improve an ally's attack roll, defense, skill check, or ability check
Basic Attack	Make a basic attack
Bull Rush	Push a target 1 square and shift into the vacated space
Charge	Move and then make a melee basic attack or bull rush
Coup de grace	Make a critical hit against a helpless enemy
Equip or stow a shield	Use a shield or put it away
Grab	Grab an enemy
Ready an Action	Ready an action to perform when a specified trigger occurs
Second wind	Spend a healing surge and gain a bonus to defenses (once per encounter)
Total Defense	Gain a +2 bonus to all your defenses until the start of your next turn
Move actions	
Crawl	While prone, move up to half your speed
Escape	Escape a grab and shift
Run	Move up to your speed +2; grant combat advantage until next turn
Stand Up	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
Walk	Move up to your speed
Minor Actions	
Draw or sheathe a weapon	You can draw or sheathe a weapon
Drink a potion	Consume a potion
Drop prone	Drop down so that you are lying on the ground
Load a crossbow	Load a crossbow so that you can fire it
Open or close a door	Open or close a door or container that isn't locked or stuck
Pick up an item	Pick up an object in your space or in an unoccupied square within reach
Retrieve or stow an item	Retrieve or stow an item on your person
Immediate Actions	
Readied action	Take your readied action when its trigger occurs
Opportunity Actions	
Opportunity Attacks	Make a melee basic attack against an enemy that provokes an opportunity attack
Free Actions	
Drop held items	Drop any items you currently hold
End a grab	Let go of an enemy
Spend an action point	Spend an action point to take an extra action (once per encounter, not in a surprise round)
Talk	Speak a few sentences
No Action	
Delay	Put off your turn until later in the initiative order

Aid Another: (Standard Action)

- **Attack Roll:** Choose a target within your melee reach and make a melee basic attack vs. AC 10. If you succeed, deal no damage, but choose one ally. That ally gets a +2 bonus to his or her next attack roll against the target or to all defenses against the target's next attack. This bonus ends if not used by the end of your next turn.
- **Skill or Ability Check:** You can instead aid a skill check or an ability check made by an adjacent ally. Make a DC 10 skill check or ability check. If you succeed, you give a +2 bonus to your ally's next check using the same skill or ability. This bonus ends if not used by the end of the ally's next turn.

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.

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.

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.

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.

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.

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.
- **Reset Initiative:** After you resolve your readied action, move your place in the initiative order to directly before the creature or the event that triggered your readied action.

Death and Dying

- **Dying:** When your hit points drop to 0 or fewer, 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 expressed as a negative number, 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.

Keywords

Conjuration

- **Occupies No Squares:** The conjuration occupies no squares.
- **Unaffected by the Environment:** Terrain and environmental phenomena have no effect on the conjuration. For example, a conjuration that is an icy hand functions in an inferno without penalty. The conjuration does not need to be supported by a solid surface, so it can float in the air.
- **Your Defenses:** Normally, a conjuration cannot be attacked or physically affected. If a conjuration can be attacked or physically affected, it uses your defenses. Unless an attack specifically targets conjurations, only the attack's damage (not including ongoing damage) affects the conjuration.
- **Attacking with a Conjuration:** If you can attack with a conjuration, you make the attack. You determine line of sight normally, but you determine line of effect from the conjuration.
- **Movable Conjurations:** If the power you use to create a conjuration allows you to move it, it's a movable conjuration. At the end of your turn, the movable conjuration ends if you are not within range of at least 1 square it's in (using the power's range) or if you don't have line of effect to at least 1 square it's in. When you move a conjuration, you can't move it through a solid obstacle.
- **Death Ends:** If you die, the conjuration ends immediately.

Polymorph

- **One Polymorph at a Time:** If you are affected by more than one polymorph power, only the most recent one has any effect. The other powers' effects remain on you and their durations expire as normal, but those effects don't apply. However, when the most recent effect ends, the next most recent one that is still active applies to you.
- **Changing Size:** If a polymorph power reduces your space, you do not provoke opportunity attacks for leaving squares as you shrink. If a polymorph effect makes you too large to fit in the available space, the effect fails against you, but you are stunned (save ends). For example, if you are crawling through a narrow tunnel and a polymorph effect tries to turn you into a creature that is too large for the tunnel, the effect fails, but you are stunned until you save.
- **Death Ends:** If you die, polymorph effects end on you immediately.

Summoning

- **Allied Creature:** When you use a summoning power, you create a creature that is an ally to you and your allies. The power determines where the summoned creature appears.
- **Your Defenses:** The summoned creature's defenses equal yours when you summon it, not including any temporary bonuses or penalties.
- **Hit Points:** The summoned creature's maximum hit points equal your bloodied value. When the summoned creature drops to 0 hit points, it is destroyed, and you lose a healing surge. If you have no healing surges left, you instead take damage equal to half your bloodied value.
- **No Healing Surges:** The summoned creature lacks healing surges, but if a power allows it to spend a healing surge, you can spend a healing surge for it. The summoned creature then gains the benefit of the healing surge, instead of your gaining it.
- **Speed:** The summoning power determines the summoned creature's speed.
- **Commanding the Creature:** The summoned creature has no actions of its own; you spend actions to command it mentally. You can command the creature only if you have line of effect to it. When you command the creature, the two of you share knowledge but not senses.
As a minor action, you can command the summoned creature to take one of the following actions, if it is physically capable of taking that action: crawl, escape, fly, open or close a door or a container, pick up or drop an item, run, stand up, shift, squeeze, or walk.
The summoning power determines any special commands you can give the summoned creature and gives an action type for each command. If a special command is a minor action, you can give that command only once during each of your turns.
- **Attacks and Checks:** If a summoning power allows the summoned creature to attack, you make an attack through the creature, as specified in the power description. If the summoned creature can make a skill check or an ability check, you make the check. Attacks and checks you make through the creature do not include temporary bonuses or penalties to your statistics.
- **Duration:** Unless the summoning power states otherwise, the summoned creature lasts until the end of the encounter and then disappears. As a minor action, you can dismiss the summoned creature.