D&D 4th Ed. in a Nutshell

to do nearly anything, you make a skill check

roll a d20 and add bonuses (attribute, skill, feats, etc.) → 1/2 Level + attr. modifier → check relevant feats & skills

you'll have a target number → a fixed number from the DM → or another character's roll
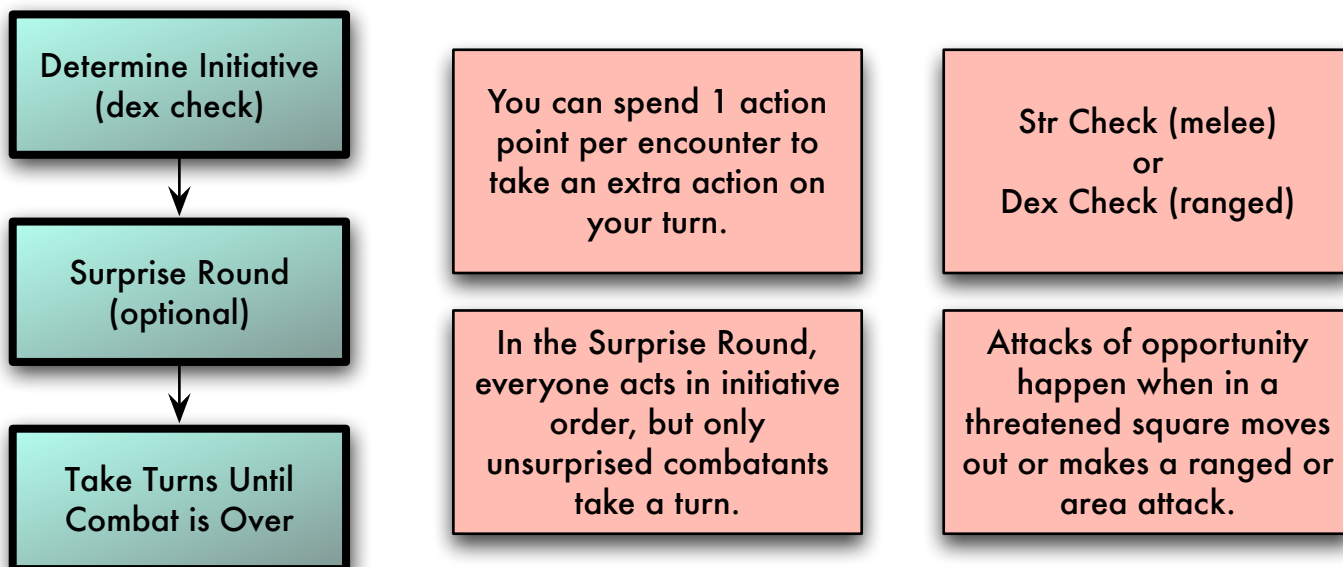
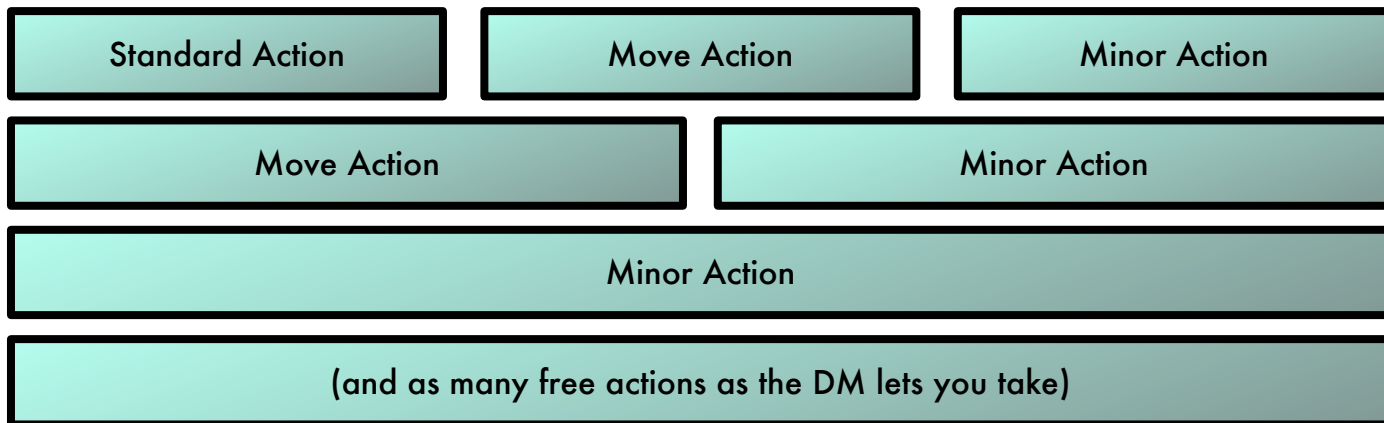if you rolled higher, you succed; otherwise, you fail → but rolling one is really bad → and rolling 20 is really good

in low-stress situations, you can assume you rolled a ten

D&D 4th Ed. Combat

Determine Initiative (dex check)

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Surprise Round (optional)

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Take Turns Until Combat is Over

You can spend 1 action point per encounter to take an extra action on your turn.

In the Surprise Round, everyone acts in initiative order, but only unsurprised combatants take a turn.

Str Check (melee) or Dex Check (ranged)

Attacks of opportunity happen when in a threatened square moves out or makes a ranged or area attack.

On your turn pick one from each row...

Standard Action	Move Action	Minor Action

Move Action	Minor Action

Minor Action

(and as many free actions as the DM lets you take)

most attacks
charge enemy
second wind

standard action

move
shift

move action

open a door
pick up an item

minor action

drop something
say something

free action

D&D 4th Ed. Combat (more stuff)

Action Points!

You can spend an action point to take an extra action once per encounter. You gain an action point after two encounters without rest. Your action points reset to 1 after extended rest.

Combat Advantage!

When a defender is distracted, the attacker has combat advantage. The attacker gains +2 to attack. There are lots of ways to get it. One is a Bluff check, once per encounter

Critical Hit!

If you roll natural 20 to attack, you hit. If that was good enough to hit anyway, you perform a critical hit. Don't bother rolling damage, you'll do the maximum possible damage.

Grab!

With Str v. Reflex, you can grab and hold an enemy. Holding on is a minor action. With Str v. Fort, you can move at half speed. Escape with Acrobatics v. Reflex or Athletics v. Fort.

Opportunity Attack!

You get an opportunity attack when an enemy leaves a square next to you (moving normally) or makes a ranged or area attack from a square next to you. OAs are basic melee attacks.

Run!

When running, you move two extra spaces per round. Until the start of your next turn you take a -5 penalty to attack rolls and all ememies gain combat advantage over you.
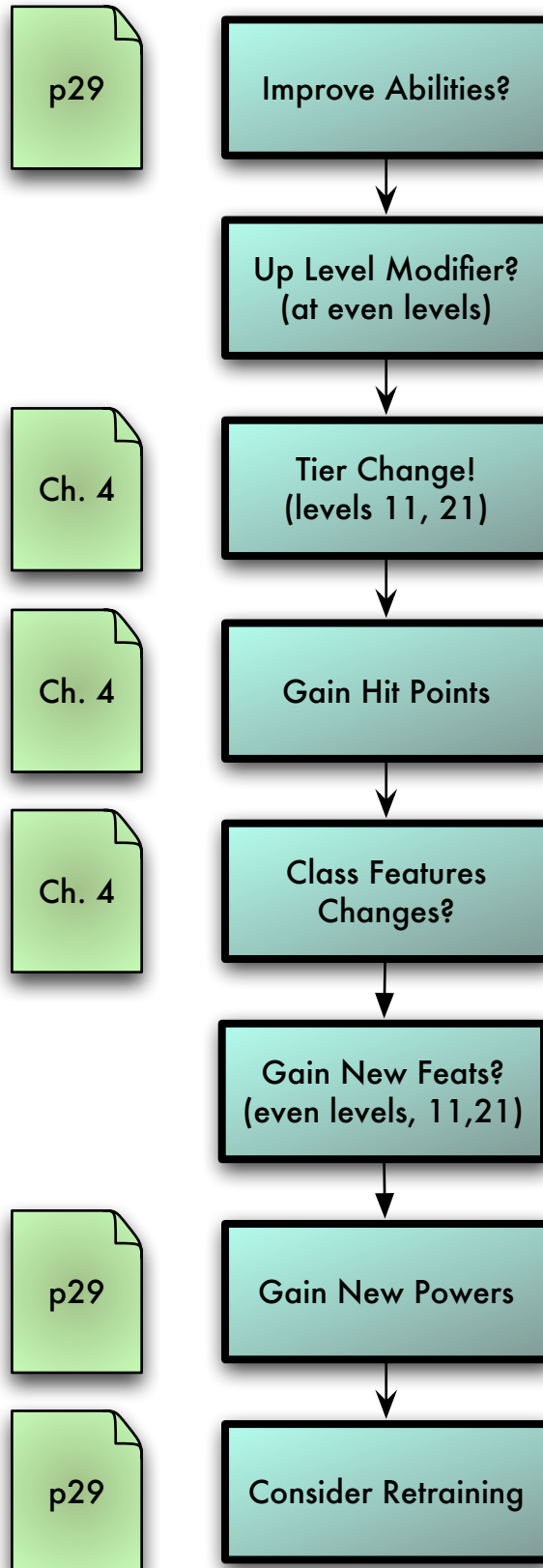
Second Wind!

You can spend as many healing surges as you want after a short rest, but you can only spend one per encounter, and it takes one standard action.

Take Cover!

Draw lines from a corner of the attack's origin to each corner of the target. If 1-2 lines are bocked, there's cover (-2 to attack); if 3-4 are blocked, there's superior cover (-5 to attack).

D&D 4th Ed. Character Advancement

p29 → Improve Abilities?

Up Level Modifier?
(at even levels)

Ch. 4 → Tier Change!
(levels 11, 21)

Ch. 4 → Gain Hit Points

Ch. 4 → Class Features
Changes?

Gain New Feats?
(even levels, 11,21)

p29 → Gain New Powers

p29 → Consider Retraining

D&D 4th Ed. Character Generation

Ch. 3	Choose a Race

↓

Ch. 4	Choose a Class

↓

Ch. 2	Determine Abilities (we use method 2)	start with five 10's and an 8 you have 22 pts to spend each point over 13 costs 2

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Ch. 5	Choose Skills

↓

Ch. 6	Select Feats

↓

Ch. 4	Choose Powers

↓

Ch. 7	Choose Equipment

↓

Do Some Math	hit points defenses attack damage skill checks