

Combat overview	Combat movement	Special attacks (cont)
1. Determine surprise <sup>1</sup>	Difficult terrain Doubles movement costs	Two weapon fighting
2. Establish positions	Drop prone Free	Gain a bonus attack (without ability modifier) if the first attack is with a light melee weapon in one hand and you have a second weapon
3. Roll initiative	Rise from prone Costs 1/2 speed	Grappling
4. Take turns	Move while prone Doubles movement costs	Strength (Athletics) against either Strength (Athletics) or Dexterity (Acrobatics) to apply the grappled condition
5. Begin next round <sup>2</sup>	Move through friendly Counts as difficult terrain	Shoving
1. Dexterity (Stealth) vs. passive Wisdom (Perception) if one side is attempting to be stealthy	Move through hostile Only if two sizes difference	Strength (Athletics) against Strength (Athletics) or Dexterity (Acrobatics) to knock the target prone or move it 5 feet away
2. Return to step 4, a round is approx 6 seconds		
Combat actions	Improvised damage	Cover
Attack	Dice Examples	Half cover
Cast	1d10 Burned by coals, hit by falling bookcase	+2 to AC and Dex saves
Dash	2d10 Struck by lightning, stumbling into a fire pit	Three-quarters cover
	4d10 Hit by falling rubble in a tunnel, stumbling into a vat of acid	+5 to AC and Dex saves
Disengage	10d10 Crushed by compacting walls, wading through lava	Total cover
Movement doesn't provoke attacks of opportunity	18d10 Submerged in lava, hit by a flying fortress	Cannot be targeted directly
Dodge	24d10 Being crushed by a falling moon	
Attacks against you have disadvantage if you can see the attacker & Dexterity saving throws are at advantage		
Help	Special attacks	Object AC
Grant another creature advantage on its next ability check or attack this turn	Opportunity attacks	Cloth, paper, rope 11
Hide	When a hostile creature moves out of reach you may use a reaction to attack	Crystal, glass, ice 13
Make a Dexterity (Stealth) check to attempt to hide and gain advantage on next attack		Wood, bone 15
Ready		Stone 17
Search		Iron, steel 19
Use an object		Mithral 21
		Adamantine 23



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### Object HP

Size	Weak	Tough
Tiny (bottle, lock)	1d4	2d4
Small (chest, lute)	1d6	3d6
Medium (barrel, chandelier)	1d8	4d8
Large (cart, large window)	1d10	5d10

Objects are immune to poison and psychic damage, and may be resistant to or vulnerable to particular other types

Some objects may have a damage threshold, a minimum amount to cause damage

### AoE Targets

Area	Targets
Cone	Size/10
Cube/square	Size/5
Cylinder	Radius/5
Line	Length/30
Sphere/circle	Radius/5

Always round up

### Damage severity

Level	Setback	Danger	Dead
1-4	1d10	2d10	4d10
5-10	2d10	4d10	10d10
11-16	4d10	10d10	18d10
17-20	10d10	18d10	24d10



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