

Combat overview

1. Determine surprise¹
 2. Establish positions
 3. Roll initiative
 4. Take turns
 5. Begin next round²
-
1. Dexterity (Stealth) vs. passive Wisdom (Perception) if one side is attempting to be stealthy
 2. Return to step 4, a round is approx 6 seconds

Combat actions

Attack

Cast

Dash

Double speed for a turn

Disengage

Movement doesn't provoke attacks of opportunity

Dodge

Attacks against you have disadvantage if you can see the attacker & Dexterity saving throws are at advantage

Help

Grant another creature advantage on its next ability check or attack this turn

Hide

Make a Dexterity (Stealth) check to attempt to hide and gain advantage on next attack

Ready

Search

Use an object

Combat movement

Difficult terrain	Doubles movement costs
Drop prone	Free
Rise from prone	Costs 1/2 speed
Move while prone	Doubles movement costs
Move through friendly	Counts as difficult terrain
Move through hostile	Only if two sizes difference

Improvised damage

Dice	Examples
1d10	Burned by coals, hit by falling bookcase
2d10	Struck by lightning, stumbling into a fire pit
4d10	Hit by falling rubble in a tunnel, stumbling into a vat of acid
10d10	Crushed by compacting walls, wading through lava
18d10	Submerged in lava, hit by a flying fortress
24d10	Being crushed by a falling moon

Special attacks

Opportunity attacks

When a hostile creature moves out of reach you may use a reaction to attack

Special attacks (cont)

Two weapon fighting

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

Grappling

Strength (Athletics) against either Strength (Athletics) or Dexterity (Acrobatics) to apply the grappled condition

Shoving

Strength (Athletics) against Strength (Athletics) or Dexterity (Acrobatics) to knock the target prone or move it 5 feet away

Cover

Half cover

+2 to AC and Dex saves

Three-quarters cover

+5 to AC and Dex saves

Total cover

Cannot be targeted directly

Object AC

Cloth, paper, rope	11
Crystal, glass, ice	13
Wood, bone	15
Stone	17
Iron, steel	19
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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