

## 5E - Combat Cheat Sheet

by coffeefueled via cheatography.com/25996/cs/11065/

# Combat overview 1. Determine surprise<sup>1</sup> 2. Establish positions 3. Roll initiative 4. Take turns 5. Begin next round<sup>2</sup> 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

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#### 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 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 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, chande- lier)	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	ge severity			
Level	Setback	Danger	Dead	
1-4	1d10	2d10	4d10	
5-10	2d10	4d10	10410	

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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