

### Armor Class (AC)

10 + Dexterity Modifier + Armor

Rule: If the aggressor meets your AC, it beats your AC

### Your Turn:

#### Movement

#### One Action

#### One Bonus Action

### An Action Can Be:

**Attack** Made on melee or ranged attack

**Cast a Spell** Cast a known spell, depending on the casting time specified

**Dash** Take a second movement

**Disengage** Your movement doesn't provoke attacks of opportunity

**Dodge** Until your next turn, all attacks against you, from attackers you can see, are at disadvantage

**Help**

- ▶ Provide a creature with advantage on the next skill check
- ▶ Provide a friendly creature advantage on their first attack against an enemy within 5ft of you

**Hide** Make a Stealth Check in an attempt to hide

**Ready** Prepare an action to use as your reaction when a certain triggering action happens (ie. the enemies are within hitting distance)

**Search** ▶ Perform a Wisdom (Perception) or Intelligence (Investigation) check to find something

**Use an Object** Interact with an object (drink a potion, items that specify you must use your action, take a second free action)

**Grapple/Shove** Attempt to grapple/shove a creature no larger than one size bigger than you

### Movement:

▶ Move up to your full movement speed in increments of 5ft. This can be split to perform an attack

▶ Stand Up (takes half of max movement)

▶ If you (or an enemy) leave a creature's reach, you provoke an attack of opportunity

### Attacking:

**Attack** To hit: d20 + Ability Modifier + Proficiency Bonus

**Damage** Weapon specific die + Ability Modifier

### Anyone Else's Turn:

#### One Reaction

### Reaction (1/Turn)

▶ Attack of opportunity

▶ Make one melee attack as a creature leaves your reach

▶ Perform a readied action

▶ Cast a reaction spell

### Bonus Action (1/Turn):

#### Offhand attack

#### Cast a bonus action spell

#### Class Actions such as:

▶ Barbarian: Enter/Exit Rage

▶ Bard: Give Bardic Inspiration

▶ Druid: Enter/Exit Wild Shape

▶ Fighter: Second Wind

▶ Monk: Unarmed Strike

▶ Rogue: Dash, Disengage or Hide

▶ Sorcerer: Convert between spell slots and sorcery points

### Free Actions (1/Turn):

- ▶ Draw/sheathe a weapon
- ▶ Open/close doors
- ▶ Take a potion from your backpack
- ▶ Grab/move/place items
- ▶ Hand an item to another player
- ▶ Interact with most items

### Combat Modifiers

|               |   |
|---------------|---|
| Melee Attack  | D20 + Strength Modifier + Proficiency     |
| Ranged Attack | D20 + Dexterity Modifier + Proficiency    |
| Spell Attack  | D20 + Spellcasting Modifier + Proficiency |
| Spell Save    | 8 + Spellcasting Modifier + Proficiency   |

### Spellcasting Modifiers

|              |                                      |
|--------------|--------------------------------------|
| Charisma     | Bards, Paladins, Sorcerers, Warlocks |
| Intelligence | Rogues, Wizards                      |
| Wisdom       | Druids, Rangers                      |

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