

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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