

Combat Mechanics Cheat Sheet

Use this sheet to quickly find combat options and their rules. Underlined rules are optional. Ask your DM. Feats and more may modify rules.

Legend: A=Action, B=Bonus Action, R=Reaction, CA=Cunning Action, FH=Fast Hands, F=Free, PB=Proficiency Bonus, MOD=modifier

One (A), (B), (F) per turn. One (R) that recharges at start of your turn. Can't move more than speed, but can split up move before/after any actions. PHB 189-191

OFFENSE

Cast a spell	A, B, or R	Hits if $d20 + PB + MOD \geq$ target AC or $8 + PB + MOD >$ target saving throw. Disadvantage if ranged and any hostile within 5ft can see you and isn't incapacitated. Max 1 spell between (A) and (B), unless (A) is a cantrip. PHB 194-195, 202, DMG 271
Melee Weapon attack	A	Hits if $d20 + PB + STR \geq$ target AC. Can use DEX if finesse. Damage die + MOD for damage. When reducing target HP to 0, can choose to leave target unconscious and stable. See underwater rules on PHB 198 . PHB 147, 192, 194, 198, DMG 271
Ranged Weapon attack	A	Hits if $d20 + PB + DEX \geq$ target AC. Disadvantage if any hostile within 5 ft of you can see you and isn't incapacitated. Thrown weapons use STR; can still use DEX if finesse. Damage die + MOD for damage. See underwater rules on PHB 198 . PHB 147, 192, 194-195, 198
2nd weapon attack	B	Requires having used melee or thrown weapon attack for (A). Make an attack with weapon in other hand, without +MOD damage (unless negative). Both weapons must be light melee weapons. Above 2 rows still apply. PHB 195
Shove	A	Replaces 1 attack when using Attack for (A). Athletics vs (Athletics or Acrobatics). Target is knocked prone or pushed 5 feet back, or to the side. Attacker has disadvantage if shoving to the side, instead of back. PHB 195, DMG 272
Grapple	A	Replaces 1 attack when using Attack for (A). Athletics vs (Athletics or Acrobatics). Applies grappled condition. Escape by repeating check. Attacker can drag or carry target, but movement is halved unless target is 2 sizes smaller. If grappled by monster special attack: (Athletics or Acrobatics) vs escape DC (or $10 + \text{Athletics mod}$) to escape, instead. PHB 195, MM 11
<u>Disarm</u>	A	<u>Replaces 1 attack when using Attack for (A). Weapon attack vs (Athletics or Acrobatics) of target. Target drops held object and takes no damage. Attacker disadvantage if held with 2 hands. Target advantage if larger, or disadvantage if smaller. DMG 271</u>
Opportunity Attack	R	Single melee weapon attack against creature moving out of melee range. See also Warcaster feat. PHB 170, 195, DMG 271

TACTICS

Hide	A, CA:B	Hide from enemies if Stealth > Passive Perception of enemy. Disadvantage on attack rolls against you and auto miss if they target wrong location. Advantage on your attack rolls. No longer hidden when your attack hits or misses. PHB 192, 194-195, 177
Dodge	A	Until start of next turn: Disadvantage on attack rolls against you; advantage on your DEX saving throws. PHB 192
Help	A	Give advantage to a creature's ability check on a task you help with, or if within 5 ft of their target, on their attack roll. PHB 192
Ready	A and R	Define a trigger and (A) to take. Consumes (R) to act on trigger. Can choose not to act when trigger occurs. If readying a spell, must concentrate until trigger occurs and the slot is consumed when readying. PHB 193
Search	A	Try to find something or someone. Perception vs Stealth removes benefits of hiding from target. PHB 193

Total cover prevents being directly targeted by Attack or spell. Partial cover provides bonus to AC and DEX saving throws. 1/2 cover: +2. 3/4 cover: +5 PHB 196

MOVEMENT

Dash	A, CA:B	Gain additional movement equal to your speed. PHB 192
Disengage	A, CA:B	No opportunity attacks vs you for the rest of your turn. PHB 192
<u>Climb onto bigger creature</u>	A	<u>(Athletics or Acrobatics) vs Acrobatics to climb. While on target, advantage on attack rolls against target. Difficult terrain for climber. Climber moves with target. Larger creature can use Athletics vs (Athletics or Acrobatics) to throw climber off. Larger creature has DM discretion to otherwise remove climber. DMG 271</u>
Move through another creature's space		Difficult terrain. Creature must be friendly, unless using <u>overrun/tumble</u> , or creature is not hostile, or creature is 2 sizes larger or smaller. Leaving their space provokes opportunity attack. Cannot end move (nor turn) in other's space. PHB 190-191
<u>Overrun</u>	A, B	<u>Athletics vs Athletics. Move through hostile space once this turn. Attacker advantage/disadvantage if larger/smaller DMG 272</u>
<u>Tumble</u>	A, B	<u>Acrobatics vs Acrobatics. Attacker can move through enemy space once this turn. DMG 272</u>

OBJECT INTERACTION

Use magic item	Varies	Use potion (A), scroll, or other magic item. See item for whether (A), (B), or (R). (FH) not allowed. PHB 153, DMG 139, 141
Use an object	A, FH:B	Most interactions with an object, including those listed under Free interaction below. PHB 97, 193
Sleight of hand	A, FH:B	Pickpocket, etc. PHB 97
Thieves' tools	A, FH:B	Unlock door or disarm trap. PHB 97
Free interaction	F	One free use per turn as part of action or movement. Draw/sheath weapon, open/close door, etc. PHB 190

For all contests (skill check vs skill check) a tie results in no change from the starting situation. PHB 174