Combat Mechanics Cheat Sheet

CASTA as pell R, B, or Hits if d20+PB+MDD >= target AC or 8+PB+MDD >= 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), unloss (A) is a carnitip. PHB 194-195, 202, DMG 271 Missee Weapon A Hits if d20+PB+STR >= target AC. Can use DEX if fineses. Demage die MDD for damage. When reducing target HP to 0, can chance to be leven target unconscious and stables. Mod 271 Ranged Weapon A Hits if d20+PB+DEX >= target AC. Disadvantage if any hostile within 5 ft of you can see you and isn't incapacitated. Thrown waspons use STR, can still use DEX if fineses. Damage die MDD for damage. See underwater rates on PHB 198, PHB 147. 105, 194-195, 198 Provide weapon B Requires having used melee of thrown weapon attack for (A). Make an attack with weapon in other hand, without +MDD damage (unloss regardive). Both weapons must be light melee weapons. Above 2 row still apply. PHB 195 Shove A Peplaces 1 attack when using Attack for (A). Athletics vs (Athletics or Acrobatics). Target is knocked prone or pushed 5 feet back, or for the size Affatished in sea dispationating of history to the sets interested of back. PhB 59, DMC 272 Grappile A Replaces 1 attack when using Attack for (A). Athletics vs (Athletics or Acrobatics). Target is shocked prone or pushed 5 feet back, or for the size Affatished in sets and siderationage if having to every bage, but means any life and the sets Affatished in sets and siderationage if having to every bage to be deviced at the sets Affatished in sets and siderationage if having to every bage to provide helds not just be set Affatished in sets and siderationage if having to every bage to provide helds not just be set affatished. Page 221 Disam A Replaces 1 attack when using Attack for (A). Weapon attack vs (Athletics or Acrobatics) of target 15 yes, bulk 11 Tactilia Hitch C A CAB Hidde from enemies if Steath > Passive Perception of enemy, Disadvantage on attack rolls against you and auto miss if they target w	Combat Mechanics Cheat Sheet		
One (A), (8), (F) per turn One (R) that recharges at start of your turn Can't move more than speed, but can split up move before-later any actions. PIB 189-191 OFFERSE Cast a spell A, B, of Isla 17 (20+PB+MOD >= target AC or 6+PB+MOD >= target saving throw, Disadvantage if ranged and any hostile within 5th can see you and an't hisapacitates. Max 1 spell between (A) and (8), urleas (A) is a carrier, PHB 194-195, 232_DMG 271 Melece Weapon A Hist if 420+PB+STS >= target AC. Can use DEX fifnesse. Damage die + MOD for damage. When reducing target HP to Q, can choose to fewer terpest unconscious and stable. See underwater use in PEB 189-191 (47), 452_119, 41, 96, 104. Ranged Weapon A Hist if 420+PB+STS >= target AC. Disadvantage if any hostile within 5th of you can see you and intrincapacitated. Thrown weapons use STR can still use DEX if finesse. Damage die + MOD for damage. See underwater use on PHB 189, PHB 147, 192, 194-195, 189 Requires having used melec or brown weapon attack for (A). Make an attack with weapon in other hand, without +MOD damage (unless negative). Both receptors must be high mele weapons. Above 2 rows shill apply. PHB 195 Shirove A Replaces 1 attack when using Attack for (A). Atthicks vs (Atthicks or Accobates). Target is knocked poine or pushed 5 feet back, or to the sale, hastack and databal make failure to the asks intended obase. PHB 195, DMC 212 Grappiol A Replaces 1 attack when using Attack for (A). Atthicks vs (Atthicks or Acrobates) or farset. Target dops held obect and lates to understance or attack when using Attack for (A). Atthicks vs (Atthicks or Acrobates) or farset. Target dops held obect and lates to understance or attack when using Attack for (A). Atthicks vs (Atthicks or Acrobates) or farset. Target databal PS, MM 11 Disam A Replaces 1 attack when using Attack for (A). Attended to the 2-hands. Bright abratish or farsets. Or for the 195, MM 11 Part Replaces 1 attack when using Attack for (A). Weapon attack value with the part of the 195, DMG 271 ***END AC AC B Shipper	Use this sheet to quickly find combat options and their rules. <u>Underlined rules are optional. Ask your DM.</u> Feats and more may modify rules.		
CASTA as pell R, B, or Hits if d20+PB+MDD >= target AC or 8+PB+MDD >= 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), unloss (A) is a carnitip. PHB 194-195, 202, DMG 271 Missee Weapon A Hits if d20+PB+STR >= target AC. Can use DEX if fineses. Demage die MDD for damage. When reducing target HP to 0, can chance to be leven target unconscious and stables. Mod 271 Ranged Weapon A Hits if d20+PB+DEX >= target AC. Disadvantage if any hostile within 5 ft of you can see you and isn't incapacitated. Thrown waspons use STR, can still use DEX if fineses. Damage die MDD for damage. See underwater rates on PHB 198, PHB 147. 105, 194-195, 198 Provide weapon B Requires having used melee of thrown weapon attack for (A). Make an attack with weapon in other hand, without +MDD damage (unloss regardive). Both weapons must be light melee weapons. Above 2 row still apply. PHB 195 Shove A Peplaces 1 attack when using Attack for (A). Athletics vs (Athletics or Acrobatics). Target is knocked prone or pushed 5 feet back, or for the size Affatished in sea dispationating of history to the sets interested of back. PhB 59, DMC 272 Grappile A Replaces 1 attack when using Attack for (A). Athletics vs (Athletics or Acrobatics). Target is shocked prone or pushed 5 feet back, or for the size Affatished in sets and siderationage if having to every bage, but means any life and the sets Affatished in sets and siderationage if having to every bage to be deviced at the sets Affatished in sets and siderationage if having to every bage to provide helds not just be set Affatished in sets and siderationage if having to every bage to provide helds not just be set affatished. Page 221 Disam A Replaces 1 attack when using Attack for (A). Weapon attack vs (Athletics or Acrobatics) of target 15 yes, bulk 11 Tactilia Hitch C A CAB Hidde from enemies if Steath > Passive Perception of enemy, Disadvantage on attack rolls against you and auto miss if they target w	Legend: A=Action, B=Bonus Action, R=Reaction, CA=Cunning Action, FH=Fast Hands, F=Free, PB=Proficiency Bonus, MOD=modifier		
Cast a spell A, B, or R Hist if d20+PB+MOD >= target AC or 8+PB+MOD target saving throw. Disadvantage if ranged and any hostile within 6ft can see you and isn't incapacitated. Maix is spell between (A) and (B), unless (A) is a cartilip. PHB 194-195, 202, DMS 271 Mellee Weapon A Hist of d20+PB+STRS >= arrapet AC. Can use DEX fifeness. Damage die + MOD for damage. When recluing farget HP to 0, can choose to leave target unconscious and stable. See undirectories on PHB 198, PHB 197, 192, 194, 198, DMS 271 Hist of 22-PB+STRS >= arrapet AC. Can use DEX fifeness. Damage die + MOD for damage. When recluind Thrown stables. A Hist of 22-PB+STRS >= arrapet AC. Can use DEX fifeness. Damage die + MOD for damage. When recluind Thrown stables. The stable of the perfect of the stable. The perfect of the stable of the perfect of the pe	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		
R see you and sent incapacitatied. Max is spell between (A) and (B), unless (A) is a continp. PHB 194-B3, 202, DMG 271 Miledae Waspon A Hist if d20+PB+STE >= target AC. Can use DEX if finesses. Damage die + MOD for damage, When reducing target PFF to 0, can other of the law target unconsolous and disable. Size undomatic raises on PHB 198, PHB 147, 190, BMG 271 Hist if d20+PB+DEX >= target AC. Dasdovantage if any hostle within 5 ft of you can see you and sint incapacitated mrown weapons use STP; can still use DEX if finesses. Damage die + MOD for damage. See undernation raises on PHB 198, PHB 147, 190, BMF 147, 190, BMF 147, 190, BMF 149, PHB 147, BMF 149, BMF 149, BMF 147, BMF 149, BMF 14	<u>OFFENSE</u>		
A plits if dO2-PB+DEX >= target Nacional State See underwater rules on PHB 198, PHB 147, 192, 194, 196, DMG 271 Ranged Weapon	Cast a spell		
stack weapons use STR; can still use DEX if finesse. Damage die + MOD for damage. See underwater rules on PHB 198, PHB 147, 192, 194-196, 198 Park-196, 198 Requires having used melee or thrown weapon attack for (A). Make an attack with weapon in other hand, without +MOD damage utlank. Replaces 1 attack when using Attack for (A). Athelics vs (Athelicites 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 Grappile A Replaces 1 attack when using Attack for (A). Athelicis vs (Athelicis or Acrobatics). Rarget is Roused prone or pushed 5 feet back, or to the side. Attacker can drag or carry target, but movement is halved united. Target is Roused prone or pushed 5 feet back or to the side. Attacker can drag or carry target, but movement is halved united staget is 2 suces smaller. If grappied by repeating check. Attacker can drag or carry target, but movement is halved united staget is 2 suces smaller. If grappied by repeating pheck. Attacker can drag or carry target, but movement is halved united staget is 2 suces smaller. If grappied by repeating the check when using Attack for (A). Athelicis or Acrobatics) is a seasope DC (or 10 Athelicis or Acrobatics) and the side of the s	Melee Weapon attack	А	
stack (unless negative). Both weapons must be light meles weapons. Above 2 rows still apply, PHB 195 Shove A Replaces 1 attack when using Attack for (A). Athelics vs (Athelics or Acrobatics). Target is knocked prone or pushed 5 feet back, or to the side. Attacker has disadvantage if showing to the side, instead of back, PHB 195. DMG 272 Grapple A Replaces 1 attack when using Attack for (A). Athelics vs (Athelics or Acrobatics). Applies grappled conditions. Escape by repeting check. Attacker can't ago or carry target, but moment is halved unless larget it 2 stess smaller. If grappled by monster special attack: (Athelics or Acrobatics) we secape DC (or 10-Athlelics mod) to escape, instead. PHB 195, MM 11 Disarm A Replaces 1 attack when using Attack for (A). Weapon attack vs (Athlelics and to escape, instead. PHB 195, MM 11 Disarm A Replaces 1 attack when using Attack for (A). Weapon attack vs (Athlelics and to escape, instead. PHB 195, MM 11 Disarm A Replaces 1 attack when using Attack for (A). Weapon attack vs (Athlelics and Acrobatics) attaget. Integer. In disagnation attack rolls as the stage of the	Ranged Weapon attack	А	weapons use STR; can still use DEX if finesse. Damage die + MOD for damage. See underwater rules on PHB 198. PHB 147,
or to the side. Attacker has disadvantace if showing to the side. Instead of back. PHB 195. DMG 272 Replaces 1 attack when using Attack for (A). Atthictics vs (Athletics or Acrobatics). Applies 2 sizes smaller. If grappled by repeating check. Attacker can drag or carry target, but novement is habdy unless target is 2 sizes smaller. If grappled by monster special attack: (Athletics or Acrobatics) in votement is played unless target is 2 sizes smaller. If grappled by monster special attack: (Athletics or Acrobatics) ve secape DC (or 10+Athletics mod) to escape, instead. PHB 195. MM 11 Disarm A Replaces 1 attack when using Attack for (A). Weapon attack vs (Athletics or Acrobatics) of target. Target drops held object and takes no darnage. Attacker disadvantage in relied with 2 hands. Target advantage in farner. Or disadvantage in smaller. DMG 271 Tagget and the start of the s	2nd weapon attack	В	
repeating check. Attacker can drag or carry target, but movement is halved unless target is 2 sizes smaller. If grappled by monster special attack (Atthletics or Acrobatics) ve accepae DC (or 10-Athletics and) to escape, instead. PHB 195, MM 11 bloomers of the property	Shove	А	
Takes no damage. Attacker disadvantage if held with 2 hands. Target advantage if larger. or disadvantage if smaller. DMG 271 TakETLES TakETLES	Grapple	А	repeating check. Attacker can drag or carry target, but movement is halved unless target is 2 sizes smaller. If grappled by
Hide A, CA.B Hide from enemies if Steatth > 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 kits 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 Steatth 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 Climb onto bigger research as DM discretion to otherwise remove climber. DMG 271 Move through another creature has DM discretion to otherwise remove climber. DMG 271 Difficult terrain. Creature must be friendly, unless using <u>overruntrumble</u> , or creature is not hostile, or creature is 2 sizes larger or creature's space **Difficult terrain. Creature must be friendly, unless using <u>overruntrumble</u> , or creature is not hostile, or creature is 2 sizes larger or greature's space **Difficult terrain. Creature must be friendly, unless using <u>overruntrumble</u> , or creature is not hostile, or creature is 2 sizes larger or greature's space **Difficult terrain. Creature must be friendly, unless using <u>overruntrumble</u> , or creature is not hostile, or creature is 2 sizes larger or greature's space. **Difficult terrain. Creature must be friendly	<u>Disarm</u>	А	
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 Steatth 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 Climb onto bigger creature. 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 Move through another creature has DM discretion to otherwise remove climber. DMG 271 Move through another creature has DM discretion to otherwise remove climber. DMG 271 Move through another creature has DM discretion to otherwise remove climber. DMG 272 Tumble A, B Athletics vs Athletics. Move through hostile space once this turn. Attacker advantage/disadvantage if larger/smaller DMG 272 Tumble A, B Acrobatics vs Acrobatics. Attacker can move through enemy space once this turn. DMG 272 DIFFICULT INTERACTION Use polion (A), scroll, or other magic item. See Item for whether (A), (B), or (R). (FH) not allowed. PHB 153, DMG 13	Opportunity Attack	R	Single melee weapon attack against creature moving out of melee range. See also Warcaster feat. PHB 170, 195, DMG 271
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 Steatlith 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: +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 Climb onto bigger creature. 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 Move through another creature has DM discretion to otherwise remove climber. DMG 271 Move through another creature has DM discretion to otherwise remove climber. DMG 271 Move through another creature has DM discretion to otherwise remove climber. DMG 271 Move through another creature is space. **Difficult terrain. Creature must be friendly, unless using overrun/tumble, 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 Overrun A, B. Athletics vs Athletics. Move through hostile space once this turn. Attacker advantage/disadvantage/if larger/smaller. DMG 272 Tumble A, B. Acrobatics vs Acrobatics. Attacker can move through enemy space o	TACTICS		
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 Climb onto bigger creature A (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 Move through another Difficult terrain. Creature must be friendly, unless using overrun/tumble, 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 Overrun A, B Athletics vs Athletics. Move through hostile space once this turn. Attacker advantage/disadvantage if larger/smaller DMG 272 Tumble A, B Acrobatics vs Acrobatics. Attacker can move through enemy space once this turn. DMG 272 Discrimteraction 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 Thieves' tools A, FH:B Unlock door or disarm trap. PHB 97 The interaction F	Hide	A, CA:B	
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 Climb onto bigger creature A (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 Move through another Difficult terrain. Creature must be friendly, unless using overrun/tumble, 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 Overrun A, B Athletics vs Athletics. Move through hostile space once this turn. Attacker advantage/disadvantage if larger/smaller DMG 272 Tumble A, B Acrobatics vs Acrobatics. Attacker can move through enemy space once this turn. DMG 272 Disect 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.	Dodge	Α	Until start of next turn: Disadvantage on attack rolls against you; advantage on your DEX saving throws. PHB 192
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 Climb onto bigger creature A (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 is passed by discretion to otherwise remove climber. DMG 271 Move through another 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 Overrun A, B Athletics vs Athletics. Move through hostile space once this turn. Attacker advantage/disadvantage if larger/smaller DMG 272 Tumble A, B Acrobatics vs Acrobatics. Attacker can move through enemy space once this turn. DMG 272 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	Help	Α	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
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	Ready	A and R	
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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 Climb onto bigger creature A (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 Move through another creature has DM discretion to otherwise remove climber. DMG 271 Difficult terrain. Creature must be friendly, unless using overrun/tumble, 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 Overrun A, B Athletics vs Athletics. Move through hostile space once this turn. Attacker advantage/disadvantage if larger/smaller DMG 272 Tumble A, B Acrobatics vs Acrobatics. Attacker can move through enemy space once this turn. DMG 272 DISECTINTERACTION 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	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		
Disengage A, CA:B No opportunity attacks vs you for the rest of your turn. PHB 192 Climb onto bigger creature A (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 Move through another creature. Creature must be friendly, unless using overrun/tumble, 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 Overrun A, B Athletics vs Athletics. Move through hostile space once this turn. Attacker advantage/disadvantage if larger/smaller DMG 272 Tumble A, B Acrobatics vs Acrobatics. Attacker can move through enemy space once this turn. DMG 272 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	MOVEMENT		
Climb onto bigger creature A (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 Move through another creature has DM discretion to otherwise remove climber. DMG 271 Difficult terrain. Creature must be friendly, unless using overrun/tumble, 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 Overrun A, B Athletics vs Athletics. Move through hostile space once this turn. Attacker advantage/disadvantage if larger/smaller DMG 272 Tumble A, B Acrobatics vs Acrobatics. Attacker can move through enemy space once this turn. DMG 272 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 Dickpocket, 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	Dash	A, CA:B	Gain additional movement equal to your speed. PHB 192
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 Move through another creature has DM discretion to otherwise remove climber. DMG 271 Move through another creature is Difficult terrain. Creature must be friendly, unless using overrun/tumble, 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 Overrun	Disengage	A, CA:B	No opportunity attacks vs you for the rest of your turn. PHB 192
smaller. Leaving their space provokes opportunity attack. Cannot end move (nor turn) in other's space. PHB 190-191 Overrun A, B Athletics vs Athletics. Move through hostile space once this turn. Attacker advantage/disadvantage if larger/smaller DMG 272 Tumble A, B Acrobatics vs Acrobatics. Attacker can move through enemy space once this turn. DMG 272 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	Climb onto bigger creature	А	climber. Climber moves with target. Larger creature can use Athletics vs (Athletics or Acrobatics) to throw climber off. Larger
Tumble A, B Acrobatics vs Acrobatics. Attacker can move through enemy space once this turn. DMG 272 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	Move through another creature's space		
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	<u>Overrun</u>	A, B	Athletics vs Athletics. Move through hostile space once this turn. Attacker advantage/disadvantage if larger/smaller DMG 272
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	<u>Tumble</u>	A, B	Acrobatics vs Acrobatics. Attacker can move through enemy space once this turn. DMG 272
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	OBJECT INTERACTION		
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	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
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	Use an object	A, FH:B	Most interactions with an object, including those listed under Free interaction below. PHB 97, 193
Free interaction F One free use per turn as part of action or movement. Draw/sheath weapon, open/close door, etc. PHB 190	Sleight of hand	A, FH:B	Pickpocket, etc. PHB 97
	Thieves' tools	A, FH:B	Unlock door or disarm trap. PHB 97
For all contests (skill check vs skill check) a tie results in no change from the starting situation. PHB 174	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		