

COMBAT CHEATSHEET

MOVEMENT

Don't freeze up! Now is the time to get your body moving. Key factors to keep in mind during the Movement Phase:

- You don't have to move - but we recommended it if you're standing in lava.
- Your total movement distance cannot exceed your speed.
- You can move in combination with your action(s). You can move, take an action, move more, or take your action then move, so on and so forth.

MOVE

Walk, Run, Skip, Hop. You can move any way you think your character can. You'll be using this form of movement the most.

5 feet distance costs 5 feet movement

CLIMB

Need to get up that cliff? Maybe you need to go down the rope into the deep, dark pit. You're going to be climbing.

5 feet distance costs 10 feet in movement

CRAWL

Sometimes you need to get on all fours to fit through that sewer grate. Unless you're a gnome.

5 feet distance costs 10 feet in movement

SWIM

Whether it's the breaststroke or the doggie paddle, it's how you get across the river in front of you. Just remember not to go swimming until one hour after you eat or when your are wearing plate mail.

5 feet distance costs 10 feet in movement

JUMP

Jumping includes both high jumping and long jumping. No matter is you are jumping up to grab onto a ledge or jumping across a pit of snakes, this movement has you covered.

5 feet distance costs 5 feet movement

FALL DOWN

Maybe you do it on purpose or maybe you faint, falling to the ground costs you nothing.

Cost 0 feet of movement

STAND UP

When you get knocked down, always get back up. Unless your fighting an ancient black dragon. Then stay on the ground and pretend you're dead.

5 feet distance costs 1/2 your total movement



ACTIONS

This is what you have been waiting for. During the action phase you can attack, cast a spell and so much more. Key factors to keep in mind during the Action Phase:

- You don't have to take an action.
- The most common action is the Attack Action.
- If your action permits multiple attacks, you may move between attacks as long as you have movement remaining.

ATTACK

Swing that sword or fire that crossbow! Make a ranged or melee attack.

CAST A SPELL

Let loose the Fireball! You may cast a spell that takes 1 action during this phase. Make sure to consult your spell description.

DASH

Sometimes your normal movement isn't quite enough. When you Dash, you double your movement speed.

DISENGAGE

The art of running away and not getting hit. When you disengage, use your action so that you may move without provoking an attack of opportunity.

DODGE

You prepare your defenses for the incoming attack. When you use this action you get **advantage on Dexterity checks** and opponents you can see **attack with disadvantage**.

GRAPPLE

Requirements: The target must be no more than one size larger than you. The target must be within your reach. You must have at least one free hand.

This allows you to grab onto a creature or attempt to wrestle with it. Using one free hand you make a **Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check**, decided by the target. A grappled creature has a speed of 0.

HELP

Sometimes, lending a helping hand is better than taking a swing. When using the help action, you **grant an advantage to an ally** within 5 feet of you. Their first attack roll is made with advantage, or you grant them advantage on another task you determine.

HIDE

Rogues call it playing smart and barbarians call it being a wuss. When using the hide action, you move to a location where you cannot be seen, for example, behind a very large rock. You make a **Dexterity (Stealth) check versus your opponent's Wisdom (Perception) check** to determine if you can be seen.

READY

You wait. Instead of taking an action during the action phase of your turn, you wait for a specific event to occur to trigger your action. You must say what the triggering event will be & you must say what action you will take. The triggering action can be anything you think may take place or that you will observe. If the event takes place before the start of your next turn, your action is triggered. (This uses your Reaction)

SEARCH

Looking around as an action during combat. You should be ready to make a Wisdom or Intelligence check (it's up to your DM's discretion).

SHOVE

Requirements: The target must be no more than one size larger than you. The target must be within your reach.

You push someone 5 feet away from you. You make a **Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check**, decided by the target.

INTERACT WITH AN OBJECT

Using some objects is considered a *Free Action* while some require you to use your Action to accomplish the task. Here are some examples of both types:

- Drawing your sword - **Free Action**
- Drinking a potion - **Action**
- Opening a door - **Free Action**
- Interacting with more than one object that would normally be a free action - **Action**
- Cowering in fear at the sight of the BBEG - **Free Action**

