

D&D 5th Edition Cheat Sheet- Checks and Combat

Quick List

Ability Check= D20 Roll + Ability Modifier

Skill Check= D20 Roll + Skill Modifier

Advantage= Roll 2-D20 and use the high number roll

Disadvantage= Use 2-D20 and use the lower number roll

Saving Throws: DM Tells you when to make them and what kind

Saving Throw= D20 Roll + Saving Throw Modifier

Contest: When You are competing against another player or an NPC to do something. You will roll directly against them.

Short Rest: 1 hour long. Lets you restore Hit Points.(# of Rolls available = You Character level. Roll as you have available, that total plus your constitution modifier equals total health regained.)

Long Rest: 8 hours. Sleep or light activity for no more the 2 hrs. Regain all lost hit points. Regain hit Dice up to 1/2 of the total rolls allowed,.

COMBAT ONLY

1. Determine if there was anyone surprised.

2. Establish Your Positions

3. Roll Initiative

***Initiative**= D20 Roll + Dexterity Modifier + Any applicable Modifiers(if you have them)

4.Start the Round

5.Take Turns using initiative as the order

6. On Your Turn:

Movement Action: Doesn't have to be used all at once. When Leaving an enemy's melee range you may provoke an *Attack of Opportunity*.

Main Action: 1 Per Turn

Attack: *Declare what weapon you're using & declare target. Then roll the D20 and add your Attack Bonus. Tell DM and they'll tell you if your hit the target. If you hit, roll damage dice of weapon and add Ability Modifier associated with that weapon.*

Attack Roll=D20 Roll + Attack Bonus

Damage Roll= Weapon Dice Roll + Associated Weapon's Ability Modifier

Cast a Spell: Look at spell for specific instructions

Dash: Move again

Disengage: When you move, you don't provoke an attack of opportunity.

Dodge: Lasts until start of next turn any attack rolls against you have disadvantage if you see the attacker. You also get advantage on Dexterity saving throws. Lose this if incapacitated or if you use up all movement.

Help: Creature you help gets advantage on the next ability check you are helping with. Lasts till start of your next turn. Can also help ally within 5ft to attack target, if the ally attacks the target before your next turn the first attack roll is made with advantage.

Hide: Roll a Skill Check for Stealth. If you succeed you are an unseen attacker.

Ready: Prepare an attack or action so that when a trigger happens, you do it even if it's outside of your turn.

Search: Devote your attention to finding something. Usually has a Skill Check associated.

Use an Object: If you used up your Free action, you can choose to use this to interact/use an additional object.

Free Actions: Briefly shout commands/words, Interact with 1 Object or environment feature, draw weapon.

***Bonus Action:** Only if your Class/Spell/Other Abilities Dictate you can take/use it. 1 per turn

7. Once everyone has gone, start at step 4 again.

Reactions: Can be triggered on someone else's turn. You get 1 reaction per round and this resets on your turn.

1 Round of combat = 6 Seconds of Game World Time

Death Saving Throws: If you start the round with 0 hit points you have to make a death save. Roll 1 D20, if you roll 10 or higher you succeed otherwise you fail.

-3 Succeeds= You become stable. (You don't have to make anymore Death Saving Throws)

-If you're stable and you take damage, you become unstable and start making death saving throws again.

-3 Failures = You're dead.

-If you're not stable and take damage at 0 Hit points, it equals 1 death throw failure. If damage is more than your Max hit points, you're instantly dead.

Ability Checks

What are they? An ability check tests your character's ability against how much of a challenge it is to successfully overcome the challenge. *Example: Say you want to kick in a door. The DM would tell you that you need to roll a strength ability check.*

How to do them: You would roll your D20 and then add your Ability Modifier to that roll. In the case of the example, you would use your strength modifier.



Ability Check= D20 Roll + Ability Modifier (DM will tell you which ability to use)

Skill Checks

What are they? A skill check is your characters aptitude in specific skills such as being stealthy or in trying to bluff someone. A skill factors in your character's ability score as well as any proficiencies they gain because of their chosen race/class/background. Skill checks are more specific in what your character can

and cannot do versus an Ability Check. *Example: You want to bluff that you are a nobleman when you're really a commoner. This would be the deception skill.*

How to do them: To do a skill check, the DM (or you can suggest it to the DM if you think it applies) can call for a skill check. From there, the DM would rule which skill will be used and you roll a D20. Once you got your roll, you add your skill modifier and that is your Skill Check Total.

Skill Modifier = Ability Modifier associated to that Skill + Proficiency bonus (if Applicable)

**Please note, some classes may give you an expertise bonus. If you have expertise in a skill, it is double the proficiency bonus.*

***You can also calculate the skill modifier ahead of time and update them at level up.*

Skill Check = D20 roll + Skill Modifier

PROFICIENCY BONUS

Strength
Dexterity
Wisdom
Charisma

SAVING THROWS

Hit Point Maximum

ARMOR CLASS

INITIATIVE

SPEED

Here is your Skill List.

Acrobatics
Animal Handling (Wis)
Arcana (Int)
Athletics (Str)
Deception (Cha)
History (Int)
Insight (Wis)
Intimidation (Cha)
Investigation (Int)
Medicine (Wis)
Nature (Int)
Perception (Wis)
Performance (Cha)
Persuasion (Cha)
Religion (Int)
Sleight of Hand (Dex)

This is the name of your skill.

Here is what ability the skill is based off of. (This would be the Ability Modifier number.)

If your character is proficient in a skill, fill in the bubble next to that skill.

If you are proficient in a skill, this number will be your associated Ability Modifier + your proficiency bonus. If you are not proficient in that skill, it is just the associated Ability modifier.

Advantage and Disadvantage

What is it? This is when you are in a situation that is outside normal circumstances. Advantage is when the situation is in favor of you and disadvantage is when the situation is in favor against you.

Example:

- If you are fighting an opponent and you are both able to see. This is a normal situation.
- You are fighting an opponent and they are blinded but you are able to see.
- You have advantage.
- You are fighting an opponent and you are blinded but they are able to see. You have disadvantage.

**Note: If you have both advantage AND disadvantage at the same time they cancel each other out.*

Advantage/Disadvantage is usually determined by the combat situation or your DM for various reasons: Terrain, monster abilities, scenario. However, sometimes your Class/Race/Background will give you abilities that will grant advantage or disadvantage.

How to do it: When you roll for advantage or disadvantage, you will roll 2-D20 then do the following:

- If you have advantage, you will use the high number of the 2 rolls as your roll. You then add any applicable modifiers to that.
- If you are at a disadvantage, you will use the lower of the 2 rolls as your roll. You then add any applicable modifiers to that

Example: You roll a 5 and a 17. If you are at advantage, you would use 17. If you are at a disadvantage you use 5.

Saving Throws

What are they? It's when your character attempts to resist a spell, trap, poison, disease, or a similar threat. The DM tells why, when, and where to make a saving throw and what type. Example: If you have fireball cast against you, you would make a saving throw to determine if it hit you or not.

How to do it: Roll a D20 and add the Ability modifier for that throw type and, if you are proficient in that throw type, add your proficiency bonus.

Saving Throw Modifier = Ability Modifier for that throw type + Proficiency (if applicable)

Saving Throw = D20 Roll + Saving Throw Modifier

Contest

What is it? Sometimes a Character's or monster's effects are directly opposed to another's. This can be if they are both trying to do the same thing (such as grab a necklace on the floor) where only one can succeed. This also applies when one is trying to prevent the other from accomplishing something (like trying to keep a door closed VS an enemy trying to open it). In these situations, both participants would make ability checks appropriate to the situation and would compare them. Whoever has the highest wins the contest. If they tie, the situation remains unchanged.

Contest Roll = D20 Roll + DM's choice of Modifier

Contest Winner= Whoever has the highest Contest Roll

Combat

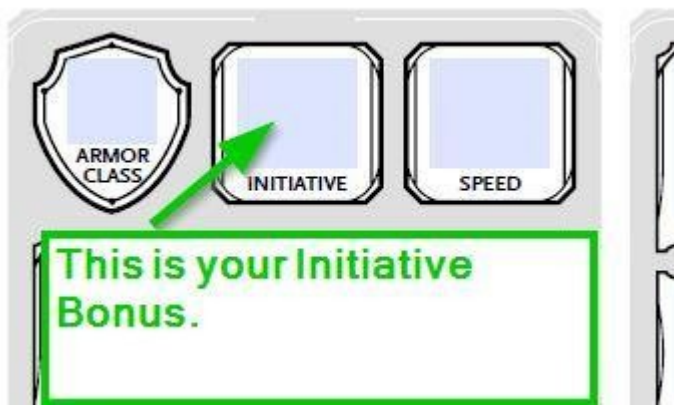
Here's the step by step to combat:

1. Surprise Round: If you are sneaking around and notice a group of bad guys before they notice you (or vice versa) there is a surprise attack round. If neither group is trying to be stealthy, you notice each other at the same time. If your group is surprised, you will tell the DM your Passive Perception score and s/he will tell you if you were surprised or not. If you were surprised, you get no actions, movement, or reactions during the surprise attack round. If you were not surprised, you will get to do combat like normal during this round.

2. Establish your position: If you are using a grid, place your figurine on the board where you are currently when you started combat (Sometimes the DM will do this). If you are not using a board and figurines, explain to your DM where exactly you are in the area. The DM will then tell/mark where the enemy is.

3. Roll Initiative: Initiative is how we determine in what order everyone involved in combat goes. This includes the bad guys. To determine initiative you roll a D20 and add your Initiative Bonus to it. Initiative Bonus is usually your Dexterity Modifier, however sometimes Races/Classes/Backgrounds grant improved initiative in which you will add on as well to your Initiative Bonus.

Initiative= D20 Roll + Initiative Bonus (Dexterity Modifier + Any Racial/Class/Background Bonus to it)

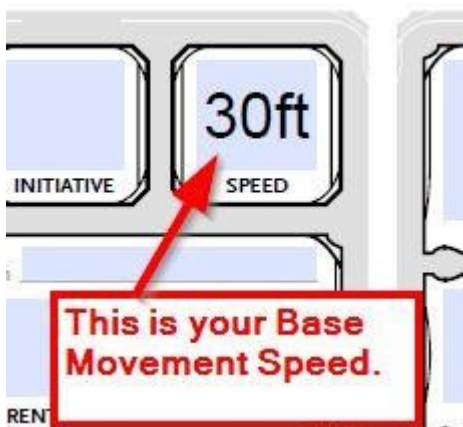


4.Start the Round: This is the Beginning of the Round. Each round of Combat is equivalent to 6 seconds of Game World Time. The person with the highest initiative will start first in the round. Keep in mind that if you have a Reaction, this can be used anytime during the round.

5.Take Turns using initiative as the order: The DM will track everyone's initiative and each player will get a turn each round in order of the Initiative rolls.

6. On Your Turn: On your turn, you have multiple things you can do. Listed below are what you can do during each turn:

- Movement Action: Your Base movement Speed determines how far you can move during combat. In a grid-based combat, usually each square represents 5ft. You can use a combination of vertical, horizontal, and diagonal movement to move across the board.



When in Combat there are few things to remember about movement.

- You do not need to use your movement all at once. As long as you still have movement left, you can use it at any time during your turn.
- You can move through a non-hostile creature's space with no issue.
- You can move through a hostile creature's space as long as it is 2 sizes bigger or smaller than you.
- When you are trying to leave an enemy's melee range or vice versa, it may provoke an *Attack of Opportunity(a Reaction)*. This allows you (or the enemy) to immediately try to attack the opponent that is trying to leave their reach. The

attacker will roll a normal Attack Roll (melee weapon only) and if it hits them will do a normal Damage Roll. *NOTE: This does not apply if the opponent leaves combat range without using their movement such as a teleport spell or being knocked back from an explosion.

- You can avoid an Attack of Opportunity by disengaging as a main action.
- Main Action: You get 1 main action Per turn.
- **Attack**: First, you declare what weapon you're using. Then you declare who/what is your target. Then roll the D20 and add your Attack Bonus.

The diagram shows a character sheet section titled 'ATTACKS & SPELLS'. It contains a table with three columns: 'NAME', 'ATK BONUS', and 'DAMAGE/TYPE'. The first row is filled with 'Longbow', '+6', and '1d8+Dex'. Below the table, there are three colored boxes with arrows pointing to the table cells: a green box labeled 'Weapon Name' points to 'Longbow'; a purple box labeled 'Attack Bonus Total' points to '+6'; and a red box labeled 'Damage Dice plus Ability Modifier to add' points to '1d8+Dex'.

NAME	ATK BONUS	DAMAGE/TYPE
Longbow	+6	1d8+Dex

Attack Bonus(Ranged Weapons)=Dexterity Modifier + Proficiency (if you have it) + Any other Class/Race/Background Modifiers

Attack Bonus(Melee Weapons)= Strength Modifier + Proficiency (if you have it) + Any other Class/Race/Background Modifiers

Attack Bonus(Thrown Weapons)=Strength Modifier + Proficiency (if you have it) + Any other Class/Race/Background Modifiers

Attack Bonus(Finesse Weapons)= Strength OR Dexterity Modifier + Proficiency (if you have it) + Any other Class/Race/Background Modifiers

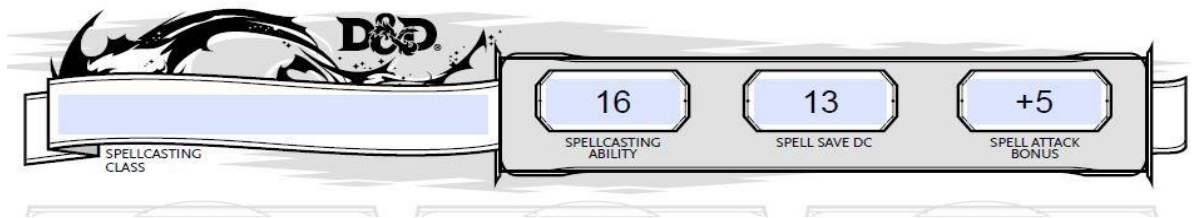
Tell DM your total and they'll tell you if your hit the target or not. If you hit, you roll the damage dice associated with that weapon and add Ability Modifier associated with that weapon.

Damage Done= Roll of weapon specific damage dice + Ability Modifier that you used in the Attack bonus.

- **Cast a Spell**: Look at spell for specific instructions. Some spells may have you roll an attack roll while some may require your target to make a saving throw.

Attack Roll= D20 Roll + Spell Attack Bonus

Saving Throw= they have to beat your Spell Save DC



To calculate the spell attack bonus your Spell Save DC, please refer to your Class.

- **Dash:** This allows you to use move again. This is your base movement speed again.
- **Disengage:** This allows you to leave an enemy's range without provoking an attack of opportunity.
- **Dodge:** This lasts until start of your next turn. Any attack rolls against you have disadvantage if you are able to see the attacker. You also get advantage on Dexterity saving throws. You lose this if incapacitated or if you use up all movement.
- **Help:** The creature you help gets advantage on the next ability check you are helping with. This lasts till start of your next turn. You can also help ally within 5ft to attack target, if the ally attacks the target before your next turn the first attack roll is made with advantage.
- **Hide:** Roll a Skill Check for Stealth. If you succeed, you are an unseen attacker.
- **Ready:** This allows you to prepare an attack or action so that when a trigger happens, you do it even if it's outside of your turn (pretty much turns it into a reaction).
- **Search:** Devote your attention to finding something. Usually has a Skill Check associated.
- **Use an Object/Improvise:** If you used up your Free action, you can choose to use this to interact/use an additional object. Also if you want to improvise (such as trying to persuade an enemy to stop fighting) you would usually do this as a main action.
- **Free Actions:** Free actions are small micro actions that wouldn't take a whole turn to complete such as briefly shout commands/words, interacting with 1 object or environment feature, draw your weapon, pull down your hood, etc...

INTERACTING WITH OBJECTS AROUND YOU

Here are a few examples of the sorts of thing you can do in tandem with your movement and action:

- draw or sheathe a sword
- open or close a door
- withdraw a potion from your backpack
- pick up a dropped axe
- take a bauble from a table
- remove a ring from your finger
- stuff some food into your mouth
- plant a banner in the ground
- fish a few coins from your belt pouch
- drink all the ale in a flagon
- throw a lever or a switch
- pull a torch from a sconce
- take a book from a shelf you can reach
- extinguish a small flame
- don a mask
- pull the hood of your cloak up and over your head
- put your ear to a door
- kick a small stone
- turn a key in a lock
- tap the floor with a 10-foot pole
- hand an item to another character

- *Bonus Action: Various Class features, spells and other abilities allow you to take an additional action on your turn called a bonus action. You can ONLY take a bonus action when a special ability, spell or other feature of the game states that you can do a specific action as a bonus action. You are only allowed 1 bonus action per turn.

7. Once everyone has gone, start at step 4 again.

Additional Combat Notes:

Reactions are actions that can be triggered on someone else's turn. You get 1 reaction per round and this resets at the start of your turn. Usually reactions are granted as a class/race/background ability but it can also be from a Ready action taken earlier.

Death Saving Throws: If you start the round with 0 hit points you have to make a death save. On a death save, you roll 1 D20. If you roll 10 or higher you succeed otherwise you fail. At 3 successful saves, your character become stable. If you are stable, you don't have to make anymore Death Saving Throws. However, if you are stable and you take damage, you become unstable and have to start making death saving throws again. If you're not stable and take damage at 0 Hit points, it equals 1 death throw failure. If damage is more than your Max hit points, you're instantly dead. At 3 Save failures, you are dead.