

Combat

Combat Summary

1. Determine surprise
2. Establish positions
3. Roll initiative
4. Take turns

Surprise

Any character that doesn't notice a threat is surprised at the start of the encounter.

Dexterity[Stealth] **check** vs passive Wisdom[Perception]

During first turn:

- Can't move
- Can't take an action
- Can't use a reaction

Initiative

Determines the order of turns during combat.

1. Every participant makes a dexterity check
2. DM makes on roll for every group of identical creatures
3. Rank the results from highest to lowest.

In the event of a tie:

Enemy vs enemy => DM decides
Player vs **player** => **Player** decides
Enemy vs **player** => DM decides

Optionally, have each combatant in the tie roll a d20 to see who goes first.

Taking a turn

- Move up to speed and take one action, in any order.
- You can move, act then move again as long as this is less than or equal to your total speed
- You can interact with one object for free as part of a move or an action.

Some classes can take bonus actions, but if any condition stops you taking an action, you also cannot use bonus actions.

Reactions

Certain spells / abilities allow you to set up an instant response to a trigger, which can occur on your turn or someone else's. Only one reaction can be used per turn.

If a reaction interrupts a creature's turn, it can continue its turn after the reaction ends.

Actions in Combat

1. **Attack** (See 'Making an attack')
2. **Cast a spell** (See ch.10)
3. **Dash**
Gain extra movement equal to your speed + any modifiers for the current turn.
4. **Disengage**
Your movement doesn't provoke opportunity attacks for the rest of the turn.
5. **Dodge** Until the end of the turn:
 - Gain advantage to Dexterity saving throws
 - All attack rolls made against you have disadvantage
 - This is lost when incapacitated or speed drops to 0.
6. **Help** Give advantage to a player to be used before the start of your next turn. This might be on:
 - The next ability check to perform the task you are helping with
 - Attacking a creature within 5 feet of you
7. **Hide** (See ch.7)
8. **Ready**
Set up a trigger to use as a reaction before the start of your next turn.
9. **Search**
Make a Wisdom[Perception] or Intelligence[Investigation] check.
10. **Use an object**
When using an object is not covered for free as part of movement or another action.

Making an attack

Note that some spells also require an attack roll.

Structure

1. Choose a target within range
2. Decide if there is advantage or disadvantage
3. Make an attack roll
4. Make a damage roll on a hit

Attack rolls

1. Roll a d20 and add any modifiers
2. If roll + modifiers \geq target AC, attack hits

Rolling a 1 is an automatic miss; rolling a 20 is a critical hit.

Ability modifier

- Add on Strength modifier for a melee attack
- Add on Dexterity modifier for ranged attack

Proficiency bonus

- If you are using a weapon you have proficiency with, or you are casting a spell, add on your proficiency bonus

Unseen attackers

You have advantage on a target that can't see you, and disadvantage on targets you can't see.

Ranged Attacks

Targets must be within a specified range to hit.

Some weapons have 2 ranges. The first is normal range, the larger is long range. Attack rolls have disadvantage at long range.

You have disadvantage if the target is within 5 feet of you and is not incapacitated.

Melee Attacks

Can use a weapon or do an unarmed strikes for 1 + Strength modifier bludgeoning damage.

Opportunity Attacks

When a hostile creature you can see moves out of your reach, you use your reaction to make one melee attack against it. The attack occurs right before the creature leaves your reach.

Teleportation does not provoke an opportunity attack, or anything that moves you without using your movement.

Two weapon fighting

You can use a bonus action to attack with a second melee weapon. No positive modifiers apply to this action, only negative ones.

Grappling

- This is a special melee attack where you can grab a creature or wrestle with it.
- Target must be no more than one size larger than you.
- This replaces only one attack action if you can do multiple.
- On success, target gains the grappled condition.

Instead of an attack roll:

Strength[Athletics] **vs**
Strength[Athletics] **or** **Dexterity**[Acrobatics] (chosen by target)

Escaping

As an action:

grapple **Strength**[Athletics] **or** **Dexterity**[Acrobatics] **check**
vs grappler **Strength**[Athletics]

Moving a grappled creature

Your speed is halved unless it is two or more sizes smaller than you.

Shoving a creature

Using the attack action, you can make a special melee attack to shove a creature, knocking it prone or pushing it away from you.

The target must be no more than one size larger than you.

Instead of an attack roll:

Strength[Athletics] vs
Strength[Athletics] or **Dexterity**[Acrobatics] (chosen by target)

Cover

Level of cover is determined by how much of a target's body can be seen.

Half => +2 **AC** and **Dexterity** saving throws
Three-quarters => +5 **AC** and **Dexterity** saving throws
Full => can't be targeted directly

Damage and Healing

Damage rolls

With a weapon, add ability modifier to damage dice rolls. With spells, they vary individually and do not always apply modifiers.

For AoE, roll the damage once for an entire group that is affected.

Critical hits

On a d20 attack roll, gain extra dice for the attack damage.

Roll **all** damage dice twice, **then** add modifiers.

Resistance and Vulnerability

```
Resistance => half damage  
Vulnerable => double damage
```

This is applied after all other modifiers to damage.

Healing

You never gain more than your maximum hit points unless you have temporary hit points, which are spent first.

When you are at half hit points or less, you will be showing physical signs of wear and tear.

Dropping to 0 Hit Points

You either die outright or fall unconscious.

Instant Death vs Unconsciousness

```
Hit to 0 => damage remaining  
>= max hp => dead  
< max hp => unconscious
```

Death Saving Throws

When you start your turn with 0 hit points, you must make a death saving throw. This is not tied to any ability score.

```
Roll d20 => higher than 10, success otherwise fail.  
3 success = stable  
3 failure = dead  
  
Roll 1 => two failures  
Roll 20 => gain 1hp
```

If you take damage at 0 hp, you suffer a failure saving throw or two if it's a critical hit. If the damage exceeds your maximum hp, you die instantly.

Stabilizing a creature

You can use an action to administer first aid, requiring a 10 DC Wisdom(Medicine) check.

A stable creature does not make death saving throws, but remains unconscious. It resumes death saving throws if it takes any additional damage.

A stable creature that isn't healed again gains 1 hp after 1d4 hours.

Temporary hp does not stabilize a creature or restore consciousness but it can absorb additional damage against you.

Knocking a creature out

You can choose to make a creature stable and unconscious when it hits 0 hp rather than killing it. You make this choice when the damage is dealt.