

# COMBAT QUICK REFERENCE



## What You Can Do On Your Turn



### MOVEMENT

- Move **up** to your speed (usually 30 ft)
- Can **split** before/after action
- Difficult terrain = ½ speed

### ACTION (Choose **ONE**)

- **Attack** (**weapon** or **spell**)
- **Cast a spell**
- **Dash** (move again)
- **Disengage** (avoid **opportunity attacks**)
- **Dodge** (attackers have **disadvantage**)
- **Help** (give an ally **advantage**)
- **Hide** (make **stealth check**)
- **Ready** (**prepare** action for trigger)
- **Use** an Object

### BONUS ACTION (If You Have One)

- Class features only (ex. **cunning action**)
- Some **spells**
- Off-hand attack (**if two-weapon fighting**)

### FREE (Anytime)

- **Talk/shout** (brief)
- **Drop** an item
- **Interact** with 1 object

## Making Attacks



### ATTACK ROLL

d20 + Proficiency + Ability Modifier

### Compare to Target's AC (Armor Class)

- Meet or beat = **HIT**
- Below = **MISS**

### DAMAGE ROLL (if your attack/spell HITS)

Weapon/Spell Dice + Ability Modifier

(No proficiency bonus on damage)

### CRITICAL HITS

- 🎯 **Natural 20 = Critical Hit**
  - Roll damage dice **TWICE**
  - Add modifiers once
- ⚡ **Natural 1 = Critical Fail**

### ADVANTAGE / DISADVANTAGE

- 🍀 **Advantage**: Roll 2d20, use **HIGHER**
  - Attacking prone enemy (melee)
  - Help action from ally
  - Unseen attacker
- 🍀 **Disadvantage**: Roll 2d20, use **LOWER**
  - Attacking while prone
  - Ranged attack with enemy in 5 ft
  - Attacking unseen target



## Important Rules



### REACTIONS (1 Per Round)

#### Opportunity Attack

- Enemy **LEAVES** your reach
- Use your reaction to make 1 melee attack

#### Other Reactions

- Shield spell
- Counterspell
- Cutting Words (**Bard-college of lore**)
- *Class features*

### RANGE & REACH

**Melee**: 5 ft (**10 ft with reach weapons**)

#### Ranged Weapons:

- **Normal** range: No penalty
- **Long** range: Disadvantage
- **Disadvantage** if enemy within 5 ft

#### Spell Ranges:

- Touch, 30 ft, 60 ft, 120 ft (most common)

### COMMON CONDITIONS

#### Prone

- **Disadvantage** on attacks
- Melee attacks **vs.** you = **advantage**
- Ranged attacks **vs.** you = **disadvantage**
- Costs ½ movement to stand

#### Grappled

- Speed = 0
- Ends if grappler **incapacitated**

#### Restrained

- Speed = 0
- Attacks have disadvantage
- Attacks **vs.** you = **advantage**
- DEX saves = **disadvantage**

#### Frightened

- **Disadvantage** on **checks/attacks** while source in sight
- Can't move closer to source

Made for new adventurers by The Heady Bard

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