

# COMBAT

## ACTIONS IN COMBAT

Attack	Cast a spell	Dash
Disengage	Dodge	Help
Hide	Ready	Search
	Use an Object	

## COVER

### HALF COVER

Target has a +2 bonus to AC and Dexterity saving throws. A target has half cover if an obstacle blocks at least half of its body.

### THREE-QUARTERS COVER

Target has a +5 bonus to AC and Dexterity saving throws. A target has three-quarters cover if about three-quarters of it is covered by an obstacle.

### TOTAL COVER

Target can't be targeted directly by an attack or a spell, although some spells can reach such a target by including it in an area of effect. A target has total cover if it is completely concealed by an obstacle.

## JUMPING

### LONG JUMP

1 foot per pt of STR with 10' run-up, ½ that distance from standing.

### HIGH JUMP

3 + STR Mod. in feet with 10' run-up, ½ that distance from standing. Max. Reach jump height + 1½ x character height.

## STEALTH & PERCEPTION

### HIDE VS SEARCH

When a creature takes the hide action, it makes a Dexterity (Stealth) check. Until the creature is discovered or it stops hiding, that check's total is contested by the Wisdom (Perception) check of any creature that actively searches for it by taking the search action. To determine whether a creature that is not actively searching notices a hidden creature, compare the Dexterity (Stealth) check with that creature's passive Wisdom (Perception).

### UNSEEN ATTACKERS

When a creature can't see an attacking creature, that creature has advantage on attack rolls against it. The hidden creature gives away its location when the attack hits or misses.

## CONDITIONS

### BLINDED

Creature can't see, automatically fails any ability check that requires sight. Attacks vs creature have advantage, creature's attacks have disadvantage.

### CHARMED

Can't attack charmer, target charmer with harmful abilities/effects. Charmer has advantage on check to interact socially with creature.

### DEAFENED

Creature can't hear and automatically fails any check that requires hearing.

### FRIGHTENED

Creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight. The creature can't willingly move closer to the source of its fear.

### GRAPPLED

Speed becomes 0, can't benefit from any bonus to speed. Condition ends if grappler is incapacitated. Condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect.

### INCAPACITATED

An incapacitated creature can't take actions or reactions.

### INVISIBLE

Creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. Creature's location can be detected by noise or any tracks it leaves. Attacks vs creature have disadvantage, creature's attacks have advantage.

### PARALYZED

Creature is incapacitated, can't move/speak. Creature automatically fails STR and DEX saving throws. Attack rolls against the creature have advantage. Any attack that hits is critical hit if attacker is within 5' of creature.

### PETRIFIED

Creature is transformed, along with any non-magical object it is wearing or carrying, into solid inanimate substance (usually stone). Weight increases by x 10, creature ceases aging. Creature is incapacitated, can't move or speak, and is unaware of its surroundings. Attacks

against the creature have advantage. The creature automatically fails STR and DEX saving throws. The creature has resistance to all damage. Creature is immune to poison and disease: poison or disease already in its system is suspended, not neutralized.

### POISONED

Creature has disadvantage on attack rolls and ability checks.

### PRONE

Creature's only movement option is to crawl, unless it stands up. Creature has disadvantage on attacks. Attacks vs creature have advantage if attacker is within 5' of creature. Otherwise, the attack has disadvantage.

### RESTRAINED

Creature's speed becomes 0, can't benefit from any bonus to its speed. Attacks vs creature have advantage, and creature's attacks have disadvantage. The creature has disadvantage on DEX saving throws.

### STUNNED

Creature is incapacitated, can't move, and can speak only falteringly. Creature automatically fails STR and DEX saving throws. Attack rolls against the creature have advantage.

### UNCONSCIOUS

Creature incapacitated, can't move/speak, unaware of surroundings. The creature drops whatever it's holding and falls prone. The creature automatically fails STR and DEX saving throws. Attack rolls against the creature have advantage. Any attack that hits is critical hit if attacker is within 5'.