

DUNGEONS AND DRAGONS COMBAT CHEAT SHEETS • BY SHANE IVEY

Actions allowed in one round: ANY free actions plus: TWO move actions; or ONE move action and ONE standard action; or ONE full action.

Attack Actions	Type	Effect	Triggers Atk?
Ranged attack	Standard	—	Yes
Melee attack	Standard	—	No
Launch multiple attacks	Full	—	No
Cleave	Free (one per round)	Follow-up attack; requires feat	No
Attack of opportunity	Free (one per round)	—	No
Coup de grace	Full	Automatic critical hit; Fort save or die	Yes
Aid another	Standard	Ally gains +2 atk or +2 AC against same opponent	No
Grapple	Standard	Grab target; see rules	Yes
Attack with light weapon while grappling	Standard	-4 atk	No
Bull rush	Standard	Opposed Str checks to push opponent 5 ft.	Yes
Charge (2 x move)	Full	+2 atk and Str check, -2 AC	No
Overrun	Standard (or charge)	Str vs. Str or Str vs. Dex to push past opponent	Yes
Disarm or grab item	Standard	Opposed atk rolls to drop item	Yes
Sunder	Standard	Opposed atk rolls to damage weapon	Yes
Feint	Standard	Bluff vs. Sense Motive + BAB; target loses Dex AC	No
Trip	Standard	Melee touch atk and Str vs. Str or Str vs. Dex check	Yes
Throw a splash weapon	Standard	Ranged touch atk at -4	Yes
Fight defensively	Free	+2 AC, -4 atk	No
Total defense	Full	+4 AC	No

Movement Actions	Type	Effect	Triggers Atk?
5-foot step	Free (one per round)	—	No
Normal move	Move	—	Yes
Normal move—tumbling	Move	Move past opponents; requires roll	No
Charge (2 x move)	Full	+2 atk and Str check, -2 AC	No
Overrun	Standard (or charge)	Push past opponent	Yes
Withdraw (2 x move)	Full	Move out of melee	Yes
Run (4 x move)	Full	—	Yes
Drop prone	Free	—	Yes
Crawl 5 feet	Move	—	Yes
Stand up	Move	—	Yes
Mount or dismount	Move	—	No
Fast climb (1/2 x move, -5 Climb)	Move	—	Yes

Other Actions	Type	Effect	Triggers Atk?
Ready an action	Move	Prepare to use an action later	No
Delay an action	Free	Wait to act until later	No
Drop item	Free	—	No
Draw weapon or item	Move	—	No
Sheathe weapon	Move	—	Yes
Draw an arrow or ammo	Free	—	No
Drop a shield	Move	—	No
Use a special ability	Standard	—	No
Use a feat	Standard (usually)	—	No
Use a skill	Standard (usually)	—	Yes
Cast a spell	Standard (usually)	—	Yes
Say something brief	Free	—	No
Give orders	Standard	—	Yes

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Attack Roll Modifiers	Melee	Ranged
Attacker Size		
• Colossal	-8	-8
• Gargantuan	-4	-4
• Huge	-2	-2
• Large	-1	-1
• Medium	+0	+0
• Small	+1	+1
• Tiny	+2	+2
• Diminutive	+4	+4
• Fine	+8	+8
Attacker condition		
• Dazzled	-1	-1
• Entangled (-4 Dex)	-2	-2
• Invisible (target loses Dex bonus to AC)	+2	+2
• Shaken	-2	-2
• Frightened	-2	-2
Prone	-4	(see rules)
Flanking target	+2	+2
On higher ground	+1	+0
On uneven terrain	-2	-2
Target helpless	+4	+4
Mounted	+1	+0 (see rules)
Charging	+2	—
Squeezing through a space	-4	-4
Fighting defensively	-4	-4
Nonlethal attack with a lethal weapon (or vice versa)	-4	—
Attacking with two weapons		
• Normal penalty	-6/-10	-6/-10
• Off-hand weapon is light	-4/-8	-4/-8
• Two-Weapon Fighting feat	-4/-4	-4/-4
• Two-Weapon Fighting feat and off-hand weapon is light	-2/-2	-2/-2
Attacking with a double weapon	-2/-2	—
Range	—	-2 per increment
Shooting into melee	—	-4

Grappling Options

Activate a magic item: Can't require spell completion trigger.

Cast a spell: One std action; no somatic components.

Attack your opponent: -4; one unarmed, natural or light weapon only.

Damage opponent: Grapple check; unarmed damage.

Pin opponent: Grapple check; lasts 1 round; can keep opponent from speaking.

Break another's pin: Grapple check; free pinned character.

Use opponent's weapon: Light weapon; grapple check; then atk at -4.

Disarm pinned opponent: Opponent gets +4 to resist.

Draw light weapon: Grapple check.

Escape from grapple: Grapple check or Escape Artist check.

Move: Grapple check; +4 if opponent pinned; half speed.

Retrieve spell component: Full-round action.

Armor Class Modifiers

Fighting normally	Add 1/2 Base Attack Bonus
Fighting defensively	+2
Charging	-2
Defender size	
• Colossal	-8
• Gargantuan	-4
• Huge	-2
• Large	-1
• Medium	+0
• Small	+1
• Tiny	+2
• Diminutive	+4
• Fine	+8
Behind cover	+4 and see rules
Concealed	(20% or 50% miss chance)
Kneeling or sitting	-2 vs. melee, +2 vs. ranged
Prone	-4 vs. melee, +4 vs. ranged
Squeezing through a space	-4
Stunned	-2*
Blinded	-2*
Cowering	-2*
Entangled	(-4 Dex)
Flat-footed	+0*
Grappling	+0*
Pinned	-4*
Helpless	(Dex drops to 0)

* Defender also loses Dex bonus to AC.

Health and Morale Effects

Surprised: Flat-footed; no actions for first round.

Shaken: -2 atk, saving throws, skill checks, ability checks.

Frightened: Flee if possible; -2 atk, saving throws, skill checks and ability checks.

Panicked: Drop everything held; flee at top speed in a random direction; -2 atk, saving throws, skill checks, ability checks.

Cowering: No actions; -2 AC; lose Dex bonus to AC.

Dazzled: -1 atk; -1 Spot, Search checks.

Blinded: -2 AC; lose Dex bonus to AC; half speed; -4 Search, Str, Dex checks; 50% miss chance against all targets.

Deafened: -4 initiative; no Listen checks; 20% spell failure with verbal.

Exhausted: -6 Str, Dex; half speed.

Fatigued: -2 Str, Dex.

Nauseated: Free actions and a single move action only.

Sickened: -2 atk, damage, saving throws, skill checks, ability checks.

Dazed: No actions.

Stunned: No actions; -2 AC; lose Dex bonus to AC.

Staggered: Single move or standard action.

Disabled: Half move; a standard action does 1 hp damage.

Unconscious: Knocked out and helpless.

Dying: Unconscious; lose 1 hp per round until stabilized or dead.

Stable: Unconscious but not dying.

Dead: Ceased to be; shuffled off mortal coil; an ex-character.