5e actions cheat sheet

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STR ☐ Investigation 및 ☐ Survival 및

Bonus Action Reactions

D&D4E CRIB SHEET

SKILLS

AID: DC10+1/2 lvl to give ally +2 to check (max +8). Give ally -1 on fail. MONSTER KNOWLEDGE: Name, type, keywords: DC15. Powers: DC20. Resists/vulns: DC 25, Paragon +5, Epic +10. Arcana: Elemental, Fey, Shadow. Dungeoneering: Aberrant. Nature: Natural. Religion: Immortal, Undead.

BLUFF: Once/encounter vs Insight. Combat Advantage til end next turn or Stealth check until attack/turn end. HEAL: Stabilize: DC15, Use Second Wind: DC10, Grant Save+2: DC15.

SPECIAL RULES

FALLING: 1d10 damage per 10 feet fallen. Fall prone if you take damage. Trained Acrobatics check reduces damage by half the result. If forced onto a hazard, make a saving throw to be prone (if not teleporting) at ledge. DYING: Make saving throw on turn. 3 failures and you die, roll 20+ and spend a healing surge. If HP becomes bloodied value as a negative, you die. GRANTED SAVES: No penalty for fail. GRAB: STR vs REF. Immobilize target while adjacent. Sustain Minor. ESCAPE GRAB: Acrobatics vs REF or Athletics vs FORT; Shift on success

BENEFITS

Insubstantial: Take half damage COMBAT ADVANTAGE: +2 bonus to attack rolls, must be able to see target COVER: -2 penalty to attacks against you if around comer or protected by terrain. -5 penalty to atacks against you if protected by significant terrain

CONCEALMENT: -2 penalty to atacks against you if lightly obscured or if heavily obscured but next to target.

combat advantage against targets that cannot see you, don't provoke opportunity atacks.

INVISIBLE: Cannot be seen, gain

ALL ATTACK TYPES	MODIFIERS
Combat Advantage against	foc +2
Attacker is prone	-2
Target has normal cover	-2
Target has superior cover	-5
MELEE ATTACKS	
Charge Attack	+1
Target has concealment	-2
No line of sight	-5
RANGED ATTACKS	
Long Range	-2
Target is prone	-2
Target has concealment	-2
No line of sight	-5
1.7	

CONDITIONS

DEAF1 Can't hear, -10 to Perception. DYING: Unconscious, make death saving throw every round.

HELPLESS: Grant combat advantage, can be targeted by coup de gras. MARKED: -2 penalty to attack rolls against all but marking target.

PETRIFIED: Cannot take actions, gain resist 20 all, unaware, do not age.

SLOWED: Your maximum speed is 2. STUNNED: Grant combat advantage, cannot take actions, cannot flank.

WEAKENED: Your attacks (besides

ongoing) deal half damage. SURPRISED: Grant combat advantage, cannot take actions (except free), cannot flank.

Unconscious: Helpless, -5 penalty to all defenses, cannot take actions, fall prone if posible, cannot flank.

PRONE: Grant combat advantage to melee, +2 bonus to defenses vs

ranged, -2 penalty to attack rolls. BLIND: Grant combat advantage,

cannot see targets, -5 attack penalty, -10 to Perception, cannot flank. DAZED: Grant combat advantage, can only take one action on turn, no

DOMINATED: Dazed, dominating creature chooses your actions. The only powers it can use are at-wills.

push, or slide.

TURN ANATOMY

START: Ongoing damage, Other Effects, Regeneration, End Effects,

ACTIONS: 1 Standard, 1 Move,

1 Minor

Standard Action

Basic Attack, Improvised Attack, Administer a potion, Aid Another, Bull Rush, Charge, Coup de Grace, Grab, Move a grabbed target, Bluff, Ready an action, Second Wind, Total Defense, Detect Magic, Equip or stow a shield, Stunt, Thievery, Heal, Intimidate

Move Action Jump*, Walk, Run, Shift, Stealth*, Hop Down, Stand Up, Squeeze, Escape, Climb*, Crawl, Swim*, Balance*, Stunt

* Can be used as part of another move action.

Minor Action

Draw or sheathe a weapon, Drink a potion, Drop prone, Load a Crossbow, Open or close a door, Pick up an item, Retrieve or stow an item, Insight, Perception

Immediate Action (Once / Round) Readied action

Opportunity Action (Once / Turn)

Opportunity attack

Free Action (Unlimited, any time) Drop held items, End a grab, Spend an action point, Talk, Delay, Knowledge check

END: Saving Throws, Sustain Actions, End Effects

immediate/opportunity actions, cannot flank.

IMMOBILIZED: Cannot move, but can teleport or be moved by pull,

RESTRAINED: Grant combat advantage, cannot move or be moved, -2 attack

Last week I wrote a post on how to use the lair and legendary actions as a way to combat issues with the share economy for the boss struggles in D & D 5E. The share economy of Action is a concept that declares how many attacks, capabilities, etc. A creature can do it on your turn. By knowing what every creature or player can potentially do in a curve, you will know what each side is capable of. PCs are almost always a larger economy, due to the nature of 5E. The question is that the side with the largest economy of action can invoke more attacks or launch more opportunities has more likely to be successful in combat. If you have more opportunities has more likely to be successful in combat. By one has player can almost have a reaction such as a successful in combat. Reference sheet and it is all the side with more opportunities has more likely to be successful in combat. Reference sheet and it is all the side with more opportunities has more likely to be successful in combat. If you have more opportunities has more likely to be successful in combat. By one has a concept that declares how many attacks, capabilities, etc. A creature can do it on your turn. By knowing what every creatures or player can prove the combat in the side with more opportunities has more likely to be successful in combat. By one has a concept that declares how many attacks, capabilities, etc. A creature can do it on your turn. By knowing what every combat more allowed to the combat more allowed to the combat more allowed to the combat more player can always a larger economy, due to the nature of 5E. The question is that the side with more opportunities has more likely to be successful in combat. By one has a concept the damage. Before we later to define the side with more opportunities has more likely to be successful in combat. By one has a concept the damage. Before we later the damage. Before we la by fighting in a 1v4 scenario. Individual fights of creature some in the form of a bare to one that can be very significant, depending on the situation. For two mannequins or plo weapons masters, this requires an extra weapon attack. Some cast les can cast a feature When you have five players in your party this could be five more actions in each round of combat. The number of abare to one that can be very significant, depending on the situation. For two mannequins or players that some of number of combat. The same size energy economy of pour creatures in a dvantageous in a combat of creature when you have the potential to design the post in the party of the party of the post in the party of the part additional PCA Ahentass worth of action per round, at the best of the hips. Another way I would have touched it © add more creatures in a round © both sides in the same economy as the size of the year. Join some weaker subrumanes will all © creatures in a round © both sides in the same economy as the size of the year. Join some weaker subrumanes will all © creatures in a round © both sides in the same economy as the size of the year. Join some weaker subrumanes will all © creatures in a round © both sides in the same economy as the size of the year. Join some weaker subrumanes will all © creatures in a round © both sides in the same economy as the size of the year. Join some weaker subrumanes will all © creatures in a round © both sides in the same economy as the size of the year. Join some weaker subrumanes will all © creatures in a round © both sides in the same economy as the size of the year. Join some weaker subrumanes will all © creatures in a round © both sides in the same economy as the size of the year. Join some weaker subrumanes will all © creatures in a round © both sides in the same economy as the size of the year. Join some weaker subrumanes will all © creatures in a round © both sides in the same economy as the size of the year. Join some weaker subrumanes will all © creatures in a round © both sides in the

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