

# D&D 3rd Edition Combat Cheat Sheet

Melee Attack: 1d20 + BAB + Strength mod + size mod  
 Missile Attack: 1d20 + BAB + Dexterity mod + size mod + range penalty  
 Armor Class: 10 + armor bonus + shield bonus + Dexterity mod + size mod  
 (Flat-footed AC ignores Dex bonus, touch AC ignores all armor, including natural)

## Size Modifiers

Colossal	-8	+16 grapple
Gargantuan	-4	+12
Huge	-2	+8
Large	-1	+4
Medium	0	0
Small	+1	-4
Tiny	+2	-8
Diminutive	+4	-12
Fine	+8	-16

## Range Penalties

Up to one range increment	0
Up to two increments	-2
Up to three increments	-4

## Damage

Melee, 1 hand:	+Strength mod
Melee, 2nd hand:	+0.5 * Str mod
Melee, both hands:	+1.5 * Str mod
Thrown:	+Strength mod
Missile, long/short bow:	+Str mod (if penalty)

## Defensive Options

Fighting Defensively (p 124) - On full attack only, +2 dodge AC, -4 attacks  
 Total Defense (p 127) - Can move standard distance, +4 dodge AC

## Casting in Combat (p 125)

Usually provokes AOO  
 Concentration check of 10+damage or lose spell  
 Cast on Defensive: no AOO, Concentration check of 15+Spell level or lose spell

## Activating Magic Items (p 126)

Standard action, unless otherwise specified  
 Spell Completion (scrolls): as casting spell  
 Trigger, Command Word, Use-Activated: no AOO

## Cover (p 133)

One-quarter	+2 AC	+1 Reflex
One-half	+4	+2
Three-quarters	+7	+3
Nine-tenths	+10	+4 *

\* Half damage if fail, none if succeed

## Concealment (p 133)

One-quarter	10% miss chance
One-half	20%
Three-quarters	30%
Nine-tenths	40%
Total	50%

## Charge (p 124)

Move at least 10 feet directly at target, up to double movement  
 One attack at +2; -2 AC for 1 round

## Aid Another (p 135)

Make attack against AC 10 = +2 circumstance bonus to ally's attack or AC vs. an opponent

## Bull Rush (p 136)

Move into defender's square (AOO - 25% change of targeting wrong person)  
 Strength checks (each +4 for each category above medium, -4 for each below; +2 if charging; defender +4 if >2 legs)  
 If defender beat, moves back 5 feet; if attacker moves with, +1 foot for each point; provokes AOOs)

## Disarm (p 137)

Provokes AOO; person with larger weapon gets +4 for each size category difference; defender gets +4 if two-handed; if fail, defender can attempt disarm back

## Grapple (p 137)

Grapple check: BAB+Str mod + size mod  
 Provokes AOO (damage-no grapple); Melee touch to grab;  
 Grapple check to hold  
 Join grapple: no AOO, auto-grab  
 Grapple options:  
 Damage: 1d3/1d2 subdual  
 Pin: hold immobile (-4 AC); extra check to break pin before escape  
 Break Pin  
 Escape

## Trip (p 139)

Melee touch attack  
 Strength check vs. Strength or Dexterity (each +4 for each category above medium, -4 for each below; defender +4 if >2 legs) - if wins, defender is prone - if fails, defender can immediately make Trip against attacker

## Turn & Rebuke Undead (p 139)

Closest first, up to 60 ft	
Turning check: 1d20 + Charisma mod	
Result	Highest HD Affected
<=0	Level-4
1-3	Level-3
4-6	Level-2
7-9	Level-1
10-12	Level
13-15	Level+1
16-18	Level+2
19-21	Level+3
22+	Level+4

Total HD turned: 2d6+Level+Charisma mod (destroyed if level>=HD\*2)

Turned for 10 rounds