

CORE SE KNOWLEDGE

USEFUL RULES AND INFORMATION FOR A SMOOTH SESSION

STRENGTH

- Athletics

DEXTERITY

- Acrobatics
- Sleight of Hand
- Stealth

CONSTITUTION

INTELLIGENCE

- Arcana
- History
- Investigation
- Nature
- Religion

WISDOM

- Animal Handling
- Insight
- Medicine
- Perception
- Survival

CHARISMA

- Deception
- Intimidation
- Performance
- Persuasion

COMMON ROLLS

| Roll | Description |
|-----------------|-------------------------------------|
| Advantage | Roll 2d20 - Take Highest |
| Disadvantage | Roll 2d20 - Take Lowest |
| Initiative | 1d20 + DEX Mod |
| Melee Atk Roll | 1d20 + STR Mod (+ Prof) (+ Bonuses) |
| Ranged Atk Roll | 1d20 + DEX Mod (+ Prof) (+ Bonuses) |
| Melee Dmg Roll | Weapon Dmg + STR Mod (+ Bonuses) |
| Ranged Dmg Roll | Weapon Dmg + DEX Mod (+ Bonuses) |

SPELLS

| Roll | Description |
|----------------|--|
| Magical Attack | 1d20 + Ability Mod + Prof |
| Spell Save DC | 8 + Ability Mod + Prof (+ Situational Mod) |

OTHER

| | |
|--------------------|---------------------------|
| Passive Perception | 10 + All Wisdom Modifiers |
|--------------------|---------------------------|

EXHAUSTION

| Level | Effect |
|-------|--|
| 1 | Disadvantage on Ability Checks |
| 2 | Speed halved |
| 3 | Disadvantage on attack rolls and saving throws |
| 4 | Hit point maximum ½ |
| 5 | Speed reduced to 0 |
| 6 | Death |

Finishing a Long Rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink.

SURPRISE

If neither side tries to be stealthy, they automatically notice each other. Otherwise, the GM compares the DEX (Stealth) checks of anyone Hiding with the passive WIS (Perception) score of each creature on the opposing side.

Any character or monster that doesn't notice a threat is surprised at the start of the encounter.

If you're surprised: you can't move or take an action on your first turn of the combat, and you can't take a Reaction until that turn ends.

CONCENTRATION

Normal activities such as moving or attacking do **not** interfere with concentration. Concentration can be broken by:

- **Casting another spell that requires concentration.**
- **Taking damage.** Make a CON save (DC = 8 + damage taken) to maintain concentration. Make a separate save for each source of damage.
- **Being Incapacitated or killed.**
- **Startling environmental phenomena.** (e.g. being hit by a wave, very loud noise, blinding flash of light etc.): DC 10 CON save.

COVER

| Cover | AC and DEX Save Bonus |
|-----------|-----------------------|
| 1/2 cover | + 2 |
| 3/4 cover | + 5 |

In Total cover the target can't be targeted directly, but might still be reached by some AoE spells etc.

DEATH SAVED

When you drop to 0 hit points, you either die outright (Damage taken >= Current Hit Points + Max Hit Points) or fall unconscious. This unconsciousness ends if you regain any hit points.

SAVES

At the start of each turn (at 0 hit points), roll 1d20 with a DC 10. You need 3 successes (to become stable) before 3 failures (death).

Rolling 1: Counts as 2 failures

Rolling 20: Regain 1 hit point (regain consciousness)

Regaining hit points: Become conscious. Stop saves

Damage at 0 hit points: Counts as 1 failure

Critical hit at 0 hit points: Counts as 2 failures

Damage > Max Hit Points: Instant death

STABILIZING A CREATURE

To stabilize: DC 10 Wisdom (Medicine) check

Stable: Stop death saves. Still at 0 hit points. Still unconscious. (Taking damage: start saves again)

TYPICAL DIFFICULTY CLASSES

| Task Difficulty | DC |
|-------------------|----|
| Very Easy | 5 |
| Easy | 10 |
| Medium | 15 |
| Hard | 20 |
| Very Hard | 25 |
| Nearly Impossible | 30 |

LIGHT SOURCES

| Source (Mundane) | Bright | Dim | Duration |
|-------------------|----------|------------|----------|
| Candle | 5' r | + 5' r | 1 hour |
| Lamp | 15' r | + 30' r | 6 hours |
| Lantern, bullseye | 60' cone | + 60' cone | 6 hours |
| Lantern, hooded | 30' r | + 30' r | 6 hours |
| Torch | 20' r | + 20' r | 1 hour |

| Source (Magic) | Bright | Dim | Duration |
|-----------------|--------|---------------|-----------------|
| Continual Flame | 20' r | + 20' r | Until dispelled |
| Dancing Lights | - | 10' r | Up to 1 min |
| Faerie Fire | - | 10' r | Up to 1 min |
| Flame Blade | 10' r | + 10' r | Up to 10 mins |
| Flaming Sphere | 20' r | + 20' r | Up to 1 min |
| Holy Aura | - | 5' r | Up to 1 min |
| Light | 20' r | + 20' r | 1 hour |
| Moonbeam | - | 5' r cylinder | Up to 1 min |
| Prismatic Wall | 100' | + 100' | 10 mins |
| Wall of Fire | 60' | + 60' | Up to 1 min |

TRACKING

| Ground Surface | DC |
|-----------------------------------|-----|
| Soft surface, e.g. snow, mud | 10 |
| Dirt or Grass | 15 |
| Bare Stone | 20 |
| Each day since creature passed | + 5 |
| Creature left a trail, e.g. blood | - 5 |

CHARACTER ADVANCEMENT

| Experience Points | Level | Proficiency Bonus |
|-------------------|-------|-------------------|
| 0 | 1 | +2 |
| 300 | 2 | +2 |
| 900 | 3 | +2 |
| 2,700 | 4 | +2 |
| 6,500 | 5 | +3 |
| 14,000 | 6 | +3 |
| 23,000 | 7 | +3 |
| 34,000 | 8 | +3 |
| 48,000 | 9 | +4 |
| 64,000 | 10 | +4 |
| 85,000 | 11 | +4 |
| 100,000 | 12 | +4 |
| 120,000 | 13 | +5 |
| 140,000 | 14 | +5 |
| 165,000 | 15 | +5 |
| 195,000 | 16 | +5 |
| 225,000 | 17 | +6 |
| 265,000 | 18 | +6 |
| 305,000 | 19 | +6 |
| 355,000 | 20 | +6 |