

ADVENTURING BASICS

MOVEMENT

SPEED

- Your SPEED score is the distance in feet you travel in 1 Round (6 seconds)
- $SPEED \times 10$ = Number of feet traveled in 1 minute using a normal pace
- $SPEED / 10$ = Number of miles traveled in 1 hour ($\times 8$ = miles traveled in one day)
- A *Fast Pace* increases your Base SPEED by 10 but give a -5 penalty to Passive Perception checks
- A *Slow Pace* decreases your Base SPEED by 10 and allows you to use stealth.
- *Forced March*: Each hour beyond 8 of walking, ROLL Constitution Save vs DC 10 (+ 1 per hour over 8)
- On Failed Save suffer one level of EXHAUSTION

DIFFICULT TERRAIN / CLIMBING / SWIMMING / CRAWLING

- All move at Half SPEED

JUMPING

- **RUNNING LONG JUMP** = STR Score (in feet)
- **RUNNING HIGH JUMP** = 3 + STR Modifier / Half if STANDING

ENVIRONMENT

LIGHT & VISION

- UNOBSCURED (sunlight, torch light, fire light, mage light) has no adverse effects on vision
- LIGHTLY OBSCURED – (dim light, twilight, fog, medium foliage) DISADVANTAGE on Perception checks
- HEAVILY OBSCURED – (night, dungeons, thick fog or foliage) treat as BLINDED Condition
- **BLINDSIGHT** – Unaffected by any light conditions
- **DARKVISION** – Treat Dim Light as UNOBSCURED; Treat Darkness as LIGHTLY OBSCURED
- **TRUESIGHT** – See in Darkness; Detect Invisible, Illusions & Shape-changed; See the Ethereal Plane

FALLING

- PCs take 1d6 Damage for every 10 feet it fell, to a maximum of 20d6

SUFFOCATING

- PC can hold his breath for a number of minutes equal to 1 + CONSTITUTION modifier
- After this, PC survives a number of Rounds equal to CONSTITUTION modifier; PC drops to 0 hp & dying

REST & FATIGUE

SHORT REST

- Period of downtime at least 1 hour long
- Light activity such as eating, drinking, reading, resting, or tending wounds.
- Spend one or more Hit Dice up to max Hit Dice to gain hit points. For each HD spent, ROLL appropriate dice (based on class) and add CON modifier. Regain that number of hit points.
 - Ex. A 4th level fighter with +1 CON spends 2 (of 4) HD ROLL 1d10 + 1 twice, heal that many hit points.

LONG REST

- Period of downtime at least 8 hours long. PC must sleep for 6 hours, with light activity for 2 hours. If interrupted for 1 hour, must rest again to gain benefit. PC can only benefit from 1 long rest per 24 hours.
- Regain all lost HP and all spent spell slots. Regain lost Hit Dice up to $\frac{1}{2}$ Max Hit Dice (Ex. A 4th level fighter can regain up to 2 lost Hit Dice)

EXHAUSTION

- Various hazards (hunger, freezing, forced march, etc.) can lead to the condition of exhaustion. Exhaustion is measured in levels
- | Level | Effect |
|-------|----------------------------|
| 1 | Disadvantage Ability check |
| 2 | Speed is halved |
| 3 | Disadvantage Attack/Saves |
| 4 | Hit Point Max is halved |
| 5 | Speed reduced to 0 |
| 6 | Death |
- Each level also suffers the effects of the lower levels
 - A Long Rest reduces Exhaustion by 1 level if food & water is present

COMBAT BASICS

SURPRISE

- ROLL d20 + Stealth modifier vs. Target's Passive Perception (10 + Perception modifier).
- Subject must be sneaking or target is distracted. Surprised targets cannot act or react in first round.

INITIATIVE

- All ROLL d20 + Dexterity modifier. Ranked highest to lowest for order of battle.

ROUND - Equal to 6 seconds of combat.

ON YOUR TURN:

- **ONE ACTION** – (see below for possibilities)
- **MOVEMENT** – up to your movement speed
 - Movement can be before and/or after your action.
- **ONE BONUS ACTION** – if you have a spell, feature, or item that allows one
- One free 'action' – Shouting something, interacting with an object in the environment, dropping your weapon, etc

NOT ON YOUR TURN

- **ONE REACTION** – one per round. Typically limited to an Opportunity Attack, unless you have a spell or feature classified as a reaction (e.g., Hellish Rebuke, Counterspell, Cutting Words, Shield spell, etc)

COMBAT ACTIONS (ONE ACTION PER ROUND unless a feature or item says otherwise)

ATTACK – Make one melee or ranged attack. High level fighters & some spells allow multiple attacks

CAST A SPELL – Cast a prepared spell (Most spells have a casting time of 1 action)

DASH – Move an extra number of feet equal to your SPEED

DISENGAGE – Movement during this turn does not provoke opportunity attacks

DODGE – Actively avoid attacks. Attacks against you have disadvantage. DEX saves have advantage

HELP – Help another with a task. Helped person has advantage to perform task or on next attack

HIDE – Successfully hide on a passed Stealth check

READY – Prepare a reaction to an opponent's action

SEARCH – Attempt to find something. Based upon successful Perception or Investigation check

USE AN OBJECT – Use an item that requires concentration or interact with more than one object

Healing Potions (HouseRule)

- You may drink a healing potion as a Bonus Action if your Action does not affect a hostile creature (normally, this is a Use Magic Item Action).
- Administering a potion to another player/NPC is still an Action.
- Recover max HP when drinking a potion (instead of rolling)

ATTACK RULES

1 TO HIT ROLL

- **ROLL d20 + Ability modifier + Proficiency modifier (if app.)** vs. Target's AC Ability Modifier
- **STRENGTH** – Most Melee, Thrown, Finesse weapons, and Unarmed
- **DEXTERITY** – Range and Finesse weapons (Finesse uses STR or DEX)
- **INT / WIS / CHR** – Targeted Spell (use appropriate spellcasting ability)
- *ADD Proficiency Modifier* if proficient in weapon used or casting a spell

CRITICAL HIT – ROLL a natural 20

CRITICAL MISS – ROLL a natural 1

ADVANTAGE ROLLS – ROLL 2d20, use the higher roll

DISADVANTAGE ROLLS – ROLL 2d20, use the lower roll

HIDDEN / INVISIBLE ATTACKERS – Advantage

HIDDEN / INVISIBLE TARGETS – Disadvantage

LONG RANGE ATTACKS – Disadvantage

CLOSE COMBAT RANGE ATTACK – Disadvantage

DUAL WEAPON ATTACKS – Using 2 light weapons, 1st attack – no penalty, 2nd attack – don't add ability mod.

GRAPPLING / SHOVING – ROLL Athletics (STR) check vs. Target's ROLL Athletics (STR) or Acrobatics (DEX)

2 DAMAGE ROLL

- **ROLL DMG dice + Ability Modifier (STR or DEX)** (Spells do not add Ability Modifier)
- Unarmed attack does 1 + STR modifier Damage

½ COVER – +2 AC & DEX saves

¾ COVER – +5 AC & DEX saves

FULL COVER – Can't be *directly* targeted

DAMAGE RESISTANCE – Take Half Damage

DAMAGE VULNERABILITY – Take Double Damage

DEATH & DYING

INSTANT DEATH

- If damage reduces you to 0 hit points and the remaining damage equals your Hit Point maximum, you die instantly.

UNCONSCIOUS

- If damage reduces you to 0 hit points and does not kill you, you fall unconscious. It ends if you regain any hit points.

DEATH SAVING THROWS

- Every turn that begins at 0 hit points and you are not stable, you are dying.
- ROLL d20 with no modifiers. A roll of 10 or higher is a success. A roll of 9 or lower is a failure.
- 3 successes mean that the character is stabilized: unconscious with 0 hit points, but alive.
- 3 failures mean that the character is dead.
- A natural 1 counts as two failures / A natural 20 heals the character 1 hit point.
- Any damage received while at 0 hit points counts as a death saving throw failure
- Any critical hit counts as 2 failures. If damage exceeds the hit point max, the PC dies.

Dying is an ordeal (HouseRule)

- If you fail a death saving throw by more than 5 (roll a 1-4 with modifiers), you take one point of Exhaustion as your body fights to stay alive.

Death is definitely an ordeal (HouseRule)

- Roll a d100 when being revived by spells that require only an action (e.g., Revivify). In addition to any penalties listed in the spell, you suffer from the effects of short-term madness as a result of the mental and physical trauma of returning to life.
- Roll a d100 when being revived by spells that require a ritual or more than an action. In addition to any penalties listed in the spell, you suffer from the effects of long-term madness as a result of the physical and mental trauma of regeneration and having your soul yanked back from the beyond.

STABILIZING ANOTHER

- If healing is unavailable, a player can stabilize an unconscious, dying PC.
- Using an Action on your turn, ROLL a Medicine (WIS) check vs. a DC 10 to stabilize successfully.
- A stable PC has 0 hit points and remains unconscious. A stable PC heals 1 hit point after 1d4 hours. Any damage taken while stable restarts the Death Saving Throw process.

COMBAT CONDITIONS

BLINDED – Attacks against have ADVANTAGE, Blind Attacks have DISADVANTAGE; Fail sight checks

CHARMED – Charmed creature can't attack charmer; charmer has ADVANTAGE against charmed

DEAFENED – Can't hear; FAIL any hearing ability checks

FRIGHTENED – DISADVANTAGE if the source of fear is in sight; won't willingly move closer to it

GRAPPLED – Speed is 0; Ends if the grappler is incapacitated or forced to separate

INCAPACITATED – Can not take any actions or reactions; Attacks against have ADVANTAGE

INVISIBLE - Attacks against have DISADVANTAGE; Invisible attackers have ADVANTAGE

PARALYZED – Incapacitated; FAIL all STR & DEX saving rolls; All hits within 5' are critical

PETRIFIED - Incapacitated; FAIL STR & DEX rolls; Poison/Disease immunity; Damage resistance

POISONED – DISADVANTAGE on Attack rolls and Ability checks

PRONE – Attacks against within 5' have ADVANTAGE; Attacking while prone has DISADVANTAGE

RESTRAINED – Speed is 0; Attacks against have ADVANTAGE; Attack & DEX roll DISADVANTAGE

STUNNED - Incapacitated; FAIL all STR & DEX saving rolls; Attacks against have ADVANTAGE

UNCONSCIOUS – Incapacitated & Prone; Auto FAIL all STR & DEX saving rolls; Attacks against have ADVANTAGE; All hits within 5' are critical

NOTES