D & D

5e
DM-Screen
W20 Special

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Actions in Comba

Attack
You make a melee or ranged weapon attack.

Cast a Spell
You cast a cantrip or spell of 1st level or higher. See the spell's casting time.

Dash
You gain extra movement equal to your speed (plus any modifiers) for the current turn.

Disengage
Your movement doesn't provoke opportunity attacks for the rest of the turn.

Dodge
When you take the Dodge action, you focus entirely on avoiding attacks. Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage. You lose this benefit if you are incapacitated or if your speed drops to 0.

Help
When you take the Help action, the creature you aid gains advantage on the next ability check it makes to perform the task you are helping with. Alternatively, you can distract one creature within 5 feet of you, and the next attack roll that an ally of yours makes against that creature has advantage. Whichever option your choose, the advantage goes away once used or when your next turn starts.

Hide
You make a Dexterity (Stealth) check in an attemp to become hidden → unseen and unheard.

Ready
You wait for a particular circumstance befor you act, which lets you act using your reaction before the start of your next turn. You must deside in advance (a) what percivable circumstance will trigger your reaction and (b) the action you will take on response to that trigger. If you ready a spell, it must have a casting time of 1 action, and you must concentrate on it until you release it.

Search
You make a Wisdom (Perception) or an Intelligence (Investigation) check to find something.

Use a Magic Item
You use a magic item that requires your action for its use.

Use an Object
You use an object, other than a magic item, that requires your action for its use.

Use a Special Ability
You use a class feature or other special ability that requires your action for its use.

Things You Can Do on Your Turn

- Move up to your speed.
- Take one Action.
- Communicate with speech, gestures, or both.
- Interact with one object or feature of the environment as you move or take your action. To interact with a second object, take the Use an Object action.

Spells

CONE   CUBE   LINE   SPHERE   CYLINDER
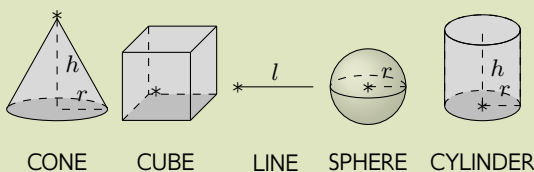
* Point of origin

Jumping

Long Jump
When you make a long jump, you cover a number of feet up to your Strength score if you move at least 10 feet on foot immediately before the jump. When you make a standing long jump, you can leap only half that distance.

High Jump
When you make a high jump, you leap into the air a number of feet equal to 3 + your Strength modifier if you move at least 10 feet on foot immediately before the jump. When you make a standing high jump, you can jump only half that distance.

Traveling

Forced March
The Travel Pace table assumes that characters travel for 8 hours in day. They can push on beyond that limit, at the risk of exhaustion. For each additional hour of travel beyond 8 hours, the characters cover the distance shown in the Hour column for their pace, and each character must make a Constitution saving throw at the end of the hour. The DC is 10 + 1 for each hour past 8 hours. On a failed saving throw, a character suffers one level of exhaustion.

Mounts and Vehicles
A mounted character can ride at a gallop for about an hour, covering twice the usual distance for a fast pace. If fresh mounts are available every 8 to 10 miles, characters can cover larger distances at this pace, but this is very rare except in densely populated areas. Characters in wagons, carriages, or other land vehicles choose a pace as normal. Characters in a waterborne vessel are limited to the speed of the vessel, and they don't suffer penalties for a fast pace or gain benefits from a slow pace. Depending on the vessel and the size of the crew, ships might be able to travel for up to 24 hours per day. Certain special mounts, such as a pegasus or griffon, or special vehicles, such as a carpet of flying, allow you to travel more swiftly.

Travel Pace

Pace	Minute	Hour	Day	Effect
Fast	$400ft$	$4mi$	$30mi$	-5 penalty to passive Wisdom (Perception) scores
Normal	$300ft$	$3mi$	$24mi$	
Slow	$200ft$	$2mi$	$18mi$	Able to use stealth

Climbing, Swimming, and Crawling

While climbing or swimming, each foot of movement costs 1 extra foot (2 extra feet in difficult terrain), unless a creature has a climbing or swimming speed. At the GM's option, climbing a slippery vertical surface or one with few handholds requires a successful Strength (Athletics) check. Similarly, gaining any distance in rough water might require a successful Strength (Athletics) check.

Difficult Terrain

Adventurers often face dense forests, deep swamps, rubble-filled ruins, steep mountains, and ice-covered ground, all considered difficult terrain. You move at half speed in difficult terrain → moving 1 foot in difficult terrain costs 2 feet of speed, so you can cover only half the normal distance in a minute, an hour, or a day.

Conditions

Blinded
- A blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

Charmed
- A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects.
- The charmer has advantage on any ability check to interact socially with the creature.

Deafened
- A deafened creature can't hear and automatically fails any ability check that requires hearing.

Frightened
- A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
- The creature can't willingly move closer to the source of its fear.

Grappled
- A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- The condition ends if the grappler is incapacitated (see the condition).
- The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect, such as when a creature is hurled away by the thunder-wave spell.

Incapacitated
- An incapacitated creature can't take actions or reactions.

Invisible
- An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves.
- Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

Paralyzed
- A paralyzed creature is incapacitated (see the condition) and can't move or speak.
- The creature automatically fails Strength and Dexterity saving throws. Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

Petrified
- A petrified creature is transformed, along with any nonmagical object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging.
- The creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.
- Attack rolls against the creature have advantage.
- The creature automatically fails Strength and Dexterity saving throws.
- The creature has resistance to all damage.
- The creature is immune to poison and disease.

Poisoned
- A poisoned creature has disadvantage on attack rolls and ability checks.

Prone
- A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.
- The creature has disadvantage on attack rolls.
- An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

Restrained
- A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- The creature has disadvantage on Dexterity saving throws.

Stunned
- A stunned creature is incapacitated (see the condition), can't move, and can speak only falteringly.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.

Unconscious
- An unconscious creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings
- The creature drops whatever it's holding and falls prone.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

Exhaustion
Some special abilities and environmental hazards, such as starvation and the long-term effects of freezing or scorching temperatures, can lead to a special condition called exhaustion. An effect can give a creature one or more levels of exhaustion, as specified in the effect's description. A creature suffers the effect of its current level of exhaustion as well as all lower levels. Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink.

Exhaustion

Level	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

Food and Water

Food

A character can go without food for a number of days equal to 3 + his or her Constitution modifier (minimum 1). At the end of each day beyond that limit, a character automatically suffers one level of exhaustion.

Water

A character needs one gallon of water per day, or two gallons per day if the weather is hot. A character who drinks only half that much water must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion at the end of the day. A character with access to even less water automatically suffers one level of exhaustion at the end of the day. If the character already has one or more levels of exhaustion, the character takes two levels in either case.

Equipment

Coins

Coin	cp	sp	ep	gp	pp
cp	1	$\frac{1}{10}$	$\frac{1}{50}$	$\frac{1}{100}$	$\frac{1}{1000}$
sp	10	1	$\frac{1}{5}$	$\frac{1}{10}$	$\frac{1}{100}$
ep	50	5	1	$\frac{1}{2}$	$\frac{1}{20}$
gp	100	10	2	1	$\frac{1}{10}$
pp	1000	100	20	1	1

Armor

Light	Cost	AC	STR	Stealth
Padded	5 gp	11 + Dex		*D*
Leather	10 gp	11 + Dex		
Studded leather	45 gp	12 + Dex		
Medium	**Cost**	**AC**	**STR**	**Stealth**
Hide	10 gp	12 + Dex (2)		
Chain shirt	50 gp	13 + Dex (2)		
Scale mail	50 gp	14 + Dex (2)		*D*
Breastplate	400 gp	14 + Dex (2)		
Half plate	750 gp	15 + Dex (2)		*D*
Heavy	**Cost**	**AC**	**STR**	**Stealth**
Ring mail	30 gp	14		*D*
Chain mail	75 gp	16	13	*D*
Splint	200 gp	17	15	*D*
Plate	1500 gp	18	15	*D*
Shield	**Cost**	**AC**	**STR**	**Stealth**
Shield	10 gp	+2		

> ### Getting Into and Out of Armor
> The time it takes to don or doff armor depends on the armor's category.
> **Don**. This is the time it takes to put on armor. You benefit from the armor's AC only if you take the full time to don the suit of armor.
> **Doff**. This is the time it takes to take off armor. If you have help, reduce this time by half.

Don and Doff

Category	Don	Doff
Light Armor	1 min	1 min
Medium Armor	5 min	1 min
Heavy Armor	10 min	5 min
Shield	1 action	1 action

Simple Melee Weapons

Type	Cost	Damage	Properties
Club	1 sp	1d4 Bludgeoning	Light
Dagger	2 gp	1d4 Piercing	Finesse, Light, Thrown(20/60)
Greatclub	2 sp	1d8 Bludgeoning	Two-handed
Handaxe	5 gp	1d6 Slashing	Light, Thrown (20/60)
Javelin	5 sp	1d6 Piercing	Thrown (30/120)
Light hammer	2 gp	1d4 Bludgeoning	Light, Thrown (20/60)
Mace	5 gp	1d6 Bludgeoning	
Quarterstaff	2 gp	1d6 Bludgeoning	Versatile (1d8)
Sickle	1 gp	1d4 Slashing	Light
Spear	1 gp	1d6 Piercing	Thrown (20/60), Versatile (1d8)

Simple Ranged Weapons

Type	Cost	Damage	Properties
Crossbow, light	25 gp	1d8 Piercing	Ammunition (80/320), Loading, Two-handed
Dart	5 cp	1d4 Piercing	Finesse, Thrown (20/60)
Shortbow	25 gp	1d6 Piercing	Ammunition (80/320), Two-handed
Sling	1 sp	1d4 Bludgeoning	Ammunition (30/120)

Martial Melee Weapons

Type	Cost	Damage	Properties
Battleaxe	10 gp	1d8 Slashing	Versatile (1d10)
Flail	10 gp	1d8 Bludgeoning	
Glaive	20 gp	1d10 Slashing	Heavy, Reach, Two-handed
Greataxe	30 gp	1d12 Slashing	Heavy, Two-handed
Greatsword	50 gp	2d6 Slashing	Heavy, Two-handed
Halberd	20 gp	1d10 Slashing	Heavy, Reach, Two-handed
Lance	10 gp	1d12 Piercing	Reach, Special
Longsword	15 gp	1d8 Slashing	Versatile (1d10)
Maul	10 gp	2d6 Bludgeoning	Heavy, Two-handed
Morningstar	15 gp	1d8 Piercing	
Pike	5 gp	1d10 Piercing	Heavy, Reach, Two-handed
Rapier	25 gp	1d8 Piercing	Finesse
Scimitar	25 gp	1d6 Slashing	Finesse, Light
Shortsword	10 gp	1d6 Piercing	Finesse, Light
Trident	5 gp	1d6 Piercing	Thrown (20/60), versatile (1d8)
War pick	5 gp	1d8 Piercing	
Warhammer	15 gp	1d8 Bludgeoning	Versatile (1d10)
Whip	2 gp	1d4 Slashing	Finesse, Reach

Martial Ranged Weapons

Type	Cost	Damage	Properties
Blowgun	10 gp	1 Piercing	Ammunition (25/100), Loading
Crossbow, hand	75 gp	1d6 Piercing	Ammunition (30/120), Light, Loading
Crossbow, heavy	50 gp	1d10 Piercing	Ammunition (100/400), Heavy, Loading, Two-handed
Longbow	50 gp	1d8 Piercing	Ammunition (150/600), Heavy, Two-handed
Net	1 gp		Special, Thrown (5/15)

Container Capacity

Container	Capacity
Backpack	1 cubic foot/30 pounds of gear
Barrel	40 gallons liquid, 4 cubic feet solid
Basket	2 cubic feet/40 pounds of gear
Bottle	$1\frac{1}{2}$ pints liquid
Bucket	3 gallons liquid/$\frac{1}{2}$ cubic foot solid
Chest	12 cubic feet/300 pounds gear
Flask or tankard	1 pint liquid
Jug or pitcher	1 gallon liquid
Pot, iron	1 gallon liquid
Pouch	$\frac{1}{5}$ cubic foot/6 pounds of gear
Sack	1 cubic foot/30 pounds of gear
Vial	4 ounces liquid
Waterskin	4 pints liquid

Mounts

Item	Cost	Speed	Carrying Capacity
Camel	50 gp	$50ft$	$480lb$
Donkey or mule	8 gp	$40ft$	$420lb$
Elephant	200 gp	$40ft$	$1,320lb$
Horse, draft	50 gp	$40ft$	$540lb$
Horse, riding	75 gp	$60ft$	$480lb$
Mastiff	25 gp	$40ft$	$195lb$
Pony	30 gp	$40ft$	$225lb$
Warhorse	400 gp	$60ft$	$40lb$

Tack Harness and Drawn Vehicles

Item	Cost	Weight
Barding	$x4$	$x2$
Bit and bridle	2 gp	$1lb$
Carriage	100 gp	$600lb$
Cart	15 gp	$200lb$
Chariot	250 gp	$100lb$
Feed (per day)	5 cp	$10lb$
Saddlebags	4 gp	$8lb$
Sled	20 gp	$300lb$
Stabling (per day)	5 sp	
Wagon	35 gp	$400lb$

Torch

A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. If you make a melee attack with a burning torch and hit, it deals 1 fire damage.

Saddles

Item	Cost	Weight
Exotic	60 gp	$40lb$
Military	20 gp	$30lb$
Pack	5 gp	$15lb$
Riding	10 gp	$25lb$

Waterborne Vehicles

Item	Cost	Speed
Galley	30,000 gp	$4mph$
Keelboat	3,000 gp	$1mph$
Longship	10,000 gp	$3mph$
Rowboat	50 gp	$1\frac{1}{2}mph$
Sailingship	10,000 gp	$2mph$
Warship	25,000 gp	$2\frac{1}{2}mph$

CR to XP

CR	XP
0	10
$\frac{1}{8}$	25
$\frac{1}{4}$	50
$\frac{1}{2}$	100
1	200
2	450
3	700
4	1,100
5	1,800
6	2,300
7	2,900
8	3,900
9	5,000
10	5,900
11	7,200
12	8,400
13	10,000
14	11,500
15	13,000
16	15,000
17	18,000
18	20,000
19	22,000
20	25,000
21	33,000
22	41,000
23	50,000
24	62,000
25	75,000
26	90,000
27	150,000
28	120,000
29	135,000
30	155,000

Level to XP

XP	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

Cover

Cover	Bonus to AC and Dexsave
half cover	+2
three-quarters	+5
total cover	Can't get attacked directly.

Spellcasting

Verbal (V)

A character who is gagged or in an area of silence, such as one created by the silence spell, can't cast a spell with a verbal component.

Somatic (S)

Spellcasting gestures might include a forceful gesticulation or an intricate set of gestures. If a spell requires a somatic component, the caster must have free use of at least one hand to perform these gestures.

Material (M)

Casting some spells requires particular objects, specified in parentheses in the component entry. A character can use a **component pouch** or a **spellcasting focus** in place of the components specified for a spell. But if a cost is indicated for a component, a character must have that specific component before he or she can cast the spell. A spellcaster must have a hand free to access a spell's material components or to hold a spellcasting focus but it can be the same hand that he or she uses to perform somatic components.