

Strength skills

Athletics - *climb*, *jump*, and *swim*.

Dexterity skills

Acrobatics - *balance* and *tumble*

Sleight of Hand - *pick pockets* and manual trickery.

Stealth - *hide* and *move silently*.

Intelligence skills

Arcana - recall lore of magic, planes, and *spellcraft*.

History - recall lore about past events.

Investigation - *search* for clues and deduce facts.

Nature - Recall lore about wilds, plants, and animals.

Religion - recall lore about deities, rites, and cults.

Wisdom skills

Animal Handling - *ride* a mount under difficult circumstances and intuit an animal's intentions

Insight - *sense motive* and true intentions

Medicine - *heal*, stabilize the dying, and treat illness.

Perception - *spot*, *listen*, or detect hidden things.

Survival - *track*, find food, shelter, paths in nature.

Charisma skills

Deception - *bluff*, mislead, or lie convincingly.

Intimidation - influence through threats and hostility.

Performance - entertain an audience.

Persuasion - perform *diplomacy* in good faith.

Tool proficiency

Disguise kit - create a visual disguise.

Forgery kit - make a visual forgery of a document.

Thieves' tools - *pick locks* and *disarm traps*.

TYPICAL DIFFICULTY CLASSES

Difficulty	DC	Difficulty	DC
Very easy	5	Hard	20
Easy	10	Very hard	25
Medium	15	Nearly impos- sible	30

Movement type	Description
Climb	Each foot of movement costs 1' extra, 2' extra on difficult terrain. Difficult climbs may require a Strength (Athletics) check.
Crawl	While prone, each foot of movement costs 1' extra, 2' extra on difficult terrain.
Difficult terrain or spaces with allies	Each foot of movement costs 1' extra.
Moving a grappled creature	Each foot of movement costs 1' extra unless the creature is two sizes smaller.
Jump, high	After moving 10 feet , jump 3 + Strength modifier in feet. From standing , jump Strength modifier in feet.
Jump, long	After moving 10 feet , jump Strength in feet. From standing , jump half Strength in feet.
Stand	Spend half your movement speed
Swim	Each foot of movement costs 1' extra, 2' extra on rough water. Rough water may require a Strength (Athletics) check.

Action	Description
Attack	Make a melee or ranged attack.
Cast a spell	Cast with 1 action casting time.
Dash	Double your current movement speed this turn.
Disengage	For the rest of your turn, your movement does not provoke opportunity attacks.
Dodge	Until your next turn, attacks on you suffer disadvantage and you gain advantage on Dexterity saves.
Help	<i>Help with task:</i> An ally gains advantage on a check that you assist with until the end of their next turn. <i>Help an attack:</i> Help an ally attack a target within 5' of you. Until your next turn, the ally's first attack on the target gains advantage.
Hide	Make a Dexterity (Stealth) check to hide. You cannot hide from a creature that can see you.
Ready	Ready an action for a triggering event. When triggered, you need your turn's one reaction to act. When readying a spell, you spend the slot and maintain concentration on the held spell.
Search	Make a Wisdom (Perception) check or a Intelligence (Investigation) check.

Cover	Benefit
Half	+2 bonus to AC and Dexterity saves
three quarters	+5 bonus to AC and Dexterity saves
full	Can't be targeted directly.



BLINDED

- A blinded creature fails checks that require sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

CHARMED

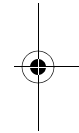
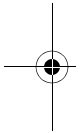
- A charmed creature can't attack the charmer or target the charmer with harmful abilities or magic.
- The charmer has advantage on any ability check to interact socially with the creature.

DEAFENED

- Deafened creatures fail checks that require hearing.

FRIGHTENED

- A frightened creature has disadvantage on checks and attacks while the source of its fear is visible.
- The creature can't willingly move closer to the source of its fear.



GRAPPLED

- A grappled creature's speed becomes 0.
- The condition ends if the grappler is *incapacitated*.
- The condition ends if an effect removes the grappled creature from the reach of the grappler.

INCAPACITATED

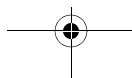
- An incapacitated creature can't take actions or reactions.

INVISIBLE

- An invisible creature is impossible to see without magic or a special sense. For hiding, the creature counts as heavily obscured.
- Attack rolls against the creature of disadvantage, and the creature's attack rolls have advantage.

PARALYZED

- A paralyzed creature is *incapacitated* and can't move or speak.
- The creature fails Strength and Dexterity saves.
- Attack rolls against the creature have advantage.



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 to end 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.
- Attack rolls against the creature have advantage and the creature's attack rolls have disadvantage.
- The creature has disadvantage on Dexterity saves.

STUNNED

- A stunned creature is *incapacitated*, can't move, and can speak only falteringly.
- The creature fails Strength and Dexterity saves.
- Attack rolls against the creature have advantage.

UNCONSCIOUS

- An unconscious creature is *incapacitated*, can't move or speak, and is unaware of its surroundings.
- The creature drops held items and falls *prone*.
- The creature fails Strength and Dexterity saves.

LIGHT

Source	Bright light	Dim light
Lantern, bullseye	60 foot cone	additional 60'
Lantern, hooded	30 foot radius	additional 30'
Torch or Light spell	20 foot radius	additional 20'

In **dim light** and other **lightly obscured** areas, creatures have disadvantage on Wisdom (Perception) checks that rely on sight.

REACHING 0 HIT POINTS

At 0 hit points, PCs fall *unconscious* (see the condition) and must make a death saving throw on each turn..

d20 roll	Result	
1	2 failures	After 3 failures, death.
2-9	1 failure	
10-19	1 success	After 3 successes, the PC becomes stable and stops making saves.
20	PC gains 1 hit point and becomes conscious.	

While at 0 HP, if a PC takes more damage, and it is...	the PC suffers
massive—greater or equal to the PC's maximum hit points from a critical hit	death
not massive or from a critical	2 failed death saves
inflicted on you while stable at 0 hit points	1 failed death save
	destabilization at 1 failure (or 2 from a critical), and 0 successes

TRAVEL PACE

Distance traveled per...				
Pace	Minute	Hour	Day	Effect
Fast	400 feet	4 miles	30 miles	-5 penalty to passive Wisdom (Perception) scores
Normal	300 feet	3 miles	24 miles	—
Slow	200 feet	2 miles	18 miles	Able to use stealth

For up to 1 hour, mounted characters can gallop at double the fast pace. Characters in wagons choose a pace as normal.