

Outside of the roleplaying and how to play aspect, the basic rules <u>a player needs are as follows:</u>				Adventuring	
Your character has six ability stats that identify their different physical or mental traits. The max for each is 20. Each number will also have a +Bonus, called a Modifier, you add this to rolls.				Characters may devote their attention to various tasks while adventuring. Success may be determined on passive or active checks according to DM.	
There are 18 skills that each map to an ability score. Any action outside of combat will map to one of these skills, this is called an Ability check; your DM will tell you when and what to roll.				Watch for Threats	The character looks out for any noticeable threats based on their Wisdom (Perception).
All action rolls are D20. Higher is better. All rolls except damage are D20 + Stat Modifier + Proficiency bonus (if applicable)				Navigate	The character can try to prevent the group from becoming lost, based on their Wisdom (Survival).
Two primary ways that rolls become easier or harder. They are called Advantage and Disadvantage . If you have Advantage you roll two dice and take the higher number. If you have Disadvantage you roll two dice and take the lower number. Advantages and Disadvantages cannot stack, but they can counter each other out.				Draw a Map	The character can draw a map that records the group's progress and helps the characters get back on course if they get lost. No ability check is required.
To play, decide what your character would do and narrate your action. Your DM and other Players will interact to determine the proper ability check (or not) to resolve the outcome.				Track	A character can follow the tracks of another creature, based on their Wisdom (Survival)
When a player role-plays <i>their character, as defined by its traits, background, etc.</i> well, the DM may allot them with an inspiration bonus, which grants advantage to one roll.				Forage	The character can keep an eye out for ready sources of food and water, based on their Wisdom (Survival).
Advantage				Combat	
Attacks Against Targets	Blinded, Paralyzed, Prone (@ 5ft), Restrained, Stunned, Unconscious			On your turn, you can move a distance up to your speed and take one action. You can also interact with one object or feature of the environment for free, during either your move or your action.	
Attacking While	Hidden, Invisible, Helped			Actions In Combat	
Disadvantage				Attack	Make a Melee or Ranged attack On Hit, deal Weapon + Ability Modifier damage to the target
Attacks When	Invisible Target, Blinded, Frightened, Poisoned, Stunned, Squeezing, Long Range @ 5 ft Range, Long Range @ Prone Target > 5ft Range			Critical Hit/Miss	When attacking, a roll of 20 is a Critical Hit which always hits, regardless of modifiers For Critical damage, roll damage dice twice, add modifiers once A roll of 1 is always a miss, regardless of modifiers. Additional misfortune may occur according to DM.
Ability Checks	Frightened, Poisoned			Cast a Spell	Cast a spell with 1 action casting time
Dex Saves	Squeezing			Dash	Double movement of your current speed
Cover		Damage Resistance & Vulnerability		Disengage	Your movement does not provoke opportunity attacks for the rest of your turn
Half Cover	+2 AC/Dex Saves	Resistance & Vulnerability are applied <i>after modifiers</i>		Dodge	Creatures attacks against you are at a disadvantage until your next turn You get advantage on Dexterity saving throws. Ends if incapacitated
Three Quarter	+5 AC/Dex Saves	Damage Resistance	Take ½ dmg from resisted dmg types	Grapple	Make a Str (Athletics) check against Defender's Str (Athletics) or Dex (Acrobatics) On success, you hold on to an opponent to prevent them from moving You may move a grappled opponent at half your speed, unless the opponent is 2 sizes smaller.
Full	Cannot be targeted directly	Damage Vulnerability	Take 2x dmg from vulnerable dmg types	Escape (Grapple)	Attempt to escape being held Escapist's Str (Athletics) or Dex (Acrobatics) against Grappler's Str(Athletics)
Vision & Light		Resting		Help	Creature you aid gets advantage on ability checks, or attacks against a creature within 5 ft of you
Lightly Obscured	Dim light, Disadvantage on Wis (Perception)	Short Rest	At least 1 hour. Optional healing of (1 hit die + Constitution Modifier) per character level.	Hide	Make a Dex (Stealth) check against Wisdom (Perception) of creature On success, you are an Unseen attacker and have advantage on attacks
Heavily Obscured	Darkness, creatures suffer Blinded condition	Long Rest	At least 8 hours. Regain hit dice up to 1 per 2 character levels. Cannot benefit from more than 1 long rest per 24 hours.	Ready	Prepare a Reaction for a particular circumstance, which you can take later in the round once triggered If the trigger does not occur, you lose your action for the round
Death				Search	Wis (Perception) or Int (Investigate) ability check to find something
Instant Death	If remaining damage after zero >= max HP, the character dies instantly			Shove	Make a Str (Athletics) check against Defender's Str (Athletics) or Dex (Acrobatics) On success, you knock the Defender prone or 5ft away
Unconscious	If creature doesn't die instantly, they are at 0 HP and unconscious and dying			Use an Object	Use an object that requires an action for its use
Death Saving Throws	Roll a D20 to determine success or failure On the 3rd Success, the character becomes stable On the 3rd Failure, the character dies			Extra Actions	
Success	A roll of 10 or above is a success Rolling a 20 , the character regains 1 hp and wakes up			Various class features, spells, and other abilities let you take an additional action on your turn called a bonus action . You may only take one bonus action per turn.	
Fail	A roll of 9 or below is a failure Rolling a 1 counts as two failures			Two-Weapon Fighting	If attacking with a light melee weapon that one hand, use a bonus action to attack with a different light melee weapon that in the other hand. Ability modifiers are not added to the damage of the bonus attack, unless that modifier is negative.
Damage While Downed	Being hit while unconscious counts as 1 failure, critical hits count as 2 failures			Certain special abilities, spells, and situations allow you to take a special action called a reaction ; an instant response to a trigger. When you take a reaction, you can't take another one until the start of your next turn.	
Stable	A stable character remains unconscious, but is no longer dying The character will regain 1 HP after 1d4 hours if not healed before that time			Opportunity Attack (Melee Only)	When a hostile creature you see leaves your reach Disengage prevents OA, as does teleport, or forced movement
First Aid	A dying creature may be stabilized from a successful DC10 Wis (Medicine) check				

Conditions		General Spell Casting Mechanics							
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.	Spell Save DC	8 + Proficiency Bonus + Ability Modifier						
		Spell Attack Modifier	Proficiency Bonus + Ability Modifier						
Charmed	Creature can't attack the charmer or target the charmer with harmful abilities or spells. The charmer has advantage on any ability check to interact socially with the creature.	Spell casting in armor	Requires proficiency in that armor. Wearing armor without proficiency prevents spellcasting						
		Concentration	Taking damage while casting a spell forces a Constitution saving throw of the higher of DC 10 or half the damage received. Failing the save interrupts the spell.						
Frightened	A frightened creature has disadvantage on ability checks and attack rolls while the source of fear is within Line of Sight. The creature also cannot willingly move closer to the source of its fear.	AOE (Areas of Effect)	Cones extend from their PoE (Point of Origin), up to their given AoE. Cube PoE is anywhere along any face of the cube, the size of the cube is the length of a side. Cylinders PoE is at the center of a circle of a radius given in the spell's description and their effect extends out from the origin to the edges of said circle. Lines extend from the PoE, up to their length, with an area covered by their listed width. Spheres effects extend a set distance - their radius - from their PoE. Cylinders and Spheres include their PoE in their effect. Cones, Cubes and Lines do include their PoE in their effect unless otherwise specified.						
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. The condition also ends if an effect removes the grappled creature from the reach of the grappler.								
Incapacitated	Creature can't take actions or reactions.								
Invisible	Creature is impossible to see without the aid of magic or a special sense. For hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks. Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.								
Paralyzed	Creature is incapacitated 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.								
		Weapons and Equipment							
		Equipment cost and stats may be located from basic rules Pg 44							
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, 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 new poison and disease; existing infection is suspended, not neutralized.	Armor Proficiency	Wearing armor without proficiency prevents spell casting, and results in disadvantage on ability checks, saving throws, and attack rolls that use Str or Dex						
		Armor Requirements	Heavy armors have a Str requirement, which if not met, results in a 10 foot speed penalty						
		Finesse Weapons	Choose either Str or Dex for the attack and damage rolls. Must use the same stat for both rolls						
		Heavy Weapons	Small size characters and creatures suffer disadvantage when using heavy weapons.						
		Loading property	You can fire only one piece of ammunition from a weapon with this property when you use an action, bonus action, or reaction, regardless of the # of attacks you can normally make.						
		Reach property	Add 5 feet to character's melee attack range						
		Thrown property	May use these for melee or ranged attacks. Both ranged and melee use same abilities						
Poisoned	Creature has disadvantage on attack rolls and ability checks.	Versatile property	Can be used one- or two-handed. The number in parentheses indicates 2-handed attack dmg						
Prone	Creature's only movement option is to crawl, unless it stands up (no longer Prone). Standing up from Prone costs ½ the creature's movement. The creature has disadvantage on attack rolls. Attack rolls have advantage if the attacker is within 5ft. Otherwise, attack roll has disadvantage.	Silvering a Weapon	Costs 100gp per weapon or 10 pieces of ammunition. Provides bonus dmg to creatures with resistance to or immunity from nonmagic weapons.						
		Donning Armor							
		Category	Don	Doff					
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.	Light Armor	1 min	1 min					
		Medium Armor	5 min	1 min					
		Heavy Armor	10 min	5 min					
		Shield	1 action	1 action					
Stunned	Creature is incapacitated, can't move, and can speak only falteringly. The creature automatically fails Strength and Dexterity saving throws. Attack rolls against the creature have advantage.	Exhaustion							
		Exchange Rates							
		Level	Effect	Coin	CP	SP	EP	GP	PP
		1	Disadvantage on ability checks	Copper (cp)	1	1/10	1/50	1/100	1/1000
Unconscious	Creature is incapacitated, 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	2	Speed halved	Silver (sp)	10	1	1/5	1/10	1/100
		3	Disadvantage on attack rolls and saving throws	Electrum (ep)	50	5	1	½	1/20
		4	Hit point maximum halved	Gold (gp)	100	10	2	1	1/10
		5	Speed reduced to 0	Platinum (pp)	1000	100	20	10	1
		6	Death						
		Level increases as specified in the causing effect.							
		Creature suffers the effects of all lower levels							
		Finishing a long rest reduces a creature's exhaustion level by 1, if the creature is not hungry or thirsty.							