

## Your Turn: 1 Action, 1 Move

### Actions

#### Attack

**Cast a Spell** (does not provoke OAs)

**Charge:** Move half speed (min. distance 10'), make a melee attack, then turn ends.

**Coup de Grace:** Unconscious creature you hit is an auto-critical, or dies if at 0.

**Disengage:** Move half speed, avoids OAs.

**Dodge:** Adv on Dex saves. Attacks against you have Disadv.

**Escape Grapple:** Str or Dex vs. Str of grappler to break free.

**Grapple:** Str vs. Str or Dex to grab a creature. Success sets speed at 0. Drag grappled creature for +5' per 5' moved.

**Help:** Give Adv to another's next relevant ability check or attack roll.

**Hide:** Attempt to stealth; see stealth move.

**Hinder:** Give Disadv to another's next relevant ability check or attack roll.

**Improvise:** Do something not covered by the rules. Get creative!

**Knock Down:** Str vs. Str or Dex to knock up to +1 size category creature prone.

**Ready:** Trigger action as a reaction, happens after triggering event.

**Restrain:** Str vs. Str or Dex of creature you have grappled.

**Search:** Int check.

**Use Item**

### Moves

**Difficult terrain:** +5' cost per 5' moved.

**Walk:** Move your normal speed.

**Hustle:** Double speed, forgo action.

**Long jump:** move 10', leap up to Str score

**High jump:** move 10' then rise 3+Str mod

**Max height jumped:** 1.5x normal height.

**Climb:** +5' cost per 5' moved, may require check if slippery or few handholds.

**Swim:** +5' cost per 5' moved, may require check if rough water.

**Drop prone:** Costs 5' of movement.

**Stand up:** Consumes entire move, can't stand if your speed is 0.

**Crawl:** +5' cost per 5' moved while prone.

**Falling:** 1d6 bludgeoning per 10', 20d6 max, land prone if any damage taken.

**Stealth:** Dex vs. Wis (passive)/Int(active search). Requires LOS cover or heavily obscured, and stay quiet. Grants adv on first attack when hidden.

### Reactions: 1 per round

**Opportunity Attack:** Provoked when a hostile creature moves out of your reach. OA resolves before movement.

## D&D Next Player Crib Sheet

### Conditions

**Blinded:** Auto-fail checks involving sight.

Disadv on attacks. Attacks vs. blinded creatures have Adv.

**Charmed:** Cannot harm charmer. Charmer has Adv on social ability checks.

**Cover:** +2 bonus to AC and Dex saves. 3/4 cover grants +5.

**Deafened:** Auto-fail checks involving hearing.

**Frightened:** Disadv on ability checks and attacks while fear source is in line of sight.

**Incorporeal:** Resistance vs. nonmagical damage. Creature's targets have resistance against its nonmagical damage.

**Intoxicated:** Disadv on attacks and ability checks. DC10 Con check to cast a spell; failure does not cause spell slot loss.

**Invisible:** Heavily obscured. Adv on your attacks. Attacks against you have Disadv.

**Paralyzed:** Can't take non-mental actions, move or speak. Drop anything carried, fall prone, auto-fail Str and Dex saves. Attacks against you have Adv.

**Prone:** Move options limited to Crawl and Stand Up. Disadv on your attack rolls. Attacks against you outside of 5' have Disadv.

**Restrained:** Speed is 0. Attacks and Dex saves have Disadv Attacks against you have Adv.

**Stunned:** Cannot move or take actions. Auto-fail Str and Dex saves. Attacks against you have Adv.

**Unconscious:** Drop anything carried, fall prone. Cannot move, take actions or perceive surroundings. Auto-fail Str and Dex saves. Attacks against you have Adv.

### Death, Dying and Recovery

**Instant Death:** If damage remaining after OHP is  $\geq$  your HP maximum, you die.

**Death Rolls:** When you start a turn with OHP, roll a D20. 10+ is success; 3 successes stabilize you, 3 failures kill you. These totals reset when you regain any HP or stabilize. *Natural 1:* Counts as two failures. *Natural 20:* Regain 1HP.

**Damage at Ohp:** Each time you take damage at Ohp, you suffer an automatic death save failure.

**Stabilize a Creature:** DC10 Wis (Medicine) check to stabilize another as an action.

**Subdual:** An attacker that reduces a creature to OHP can choose to knock the creature unconscious instead of killing it.

**Short Rest:** 1 hour. Can spend Hit dice.

**Long Rest:** 8 hours. Restores all HP and half Hit Dice.

## Rules New to D&D

**Advantage:** (Adv) Roll 2d20 and keep the highest result.

**Disadvantage:** (Disadv) Roll 2d20 and keep the lowest result.

**Adv/Disadv Stacking:** Adv. and Disadv. cancel each other out, resulting in a normal 1d20 roll. A roll can only benefit from 1 additional die roll; multiple cases of Adv. and Disadv do not stack. (Example: 3 Adv and 1 Disadv = a normal 1d20 roll)

**Breaking up a Move:** You can move both before and after your action as long as you have Speed remaining.

**Casting in Armor:** Can cast if proficient with the armor worn.

**Critical Hits:** A natural 20 deals max damage plus one additional die of weapon damage. Example: a great sword deals 12+1d6.

**Initiative Ties:** DM decides tiebreakers.

**Negative Hit Points:** There aren't any.

**Perception:** Wis is for noticing, Int is for searching.

**Provoking OAs:** Movement within reach does not provoke, only leaving reach.

**Resistance:** Takes half damage.

**Ritual Spells:** Rituals add 10 minutes to cast time and do not consume a spell slot.

**Spell Preparation:** Full casters can defer preparing some spell slots until later.

**Two-Weapon Fighting:** When you make an attack action with two light melee weapons at the same time, you can attack with each weapon. The second attack doesn't get an ability modifier to damage.

**Vulnerability:** Takes double damage.

### Useful Equipment

**Adventurer's Kit:** Contains a backpack, healer's kit, mess kit, tinderbox, 10 torches, 10 days rations, 50' hemp rope, waterskin.

**Ammunition:** Can recover half of expended ammo (arrows, etc) after each battle.

**Antitoxin:** Drinking this vial gives poison resistance and Adv on poison saves for 1 hour.

**Coins:** 1000cp=100sp=20ep=10gp=1pp

**Healer's Kit:** 10 uses. Expend 1 use as action to stabilize a dying creature. With proficiency, Adv. to Wis checks to administer first aid.

**Potion of Healing:** Drinking this as an action restores 2d4+2 HP. Can be administered as an action.

**Tome:** Contains lore on a specific subject. Auto-succeed at an Int check at or below the tome's rating after an hour of study.

**Torch:** Burns for 1 hour. Provides 20' radius bright light, 40' radius dim light.

*Based on the 091913 playtest update.*