



Movement

Pace	Min	Hr	Day	
Fast	400	4	30	-5 passive Perc.
Norm	300	3	24	—
Slow	200	2	18	Able to use stealth

Forced march: Make a Con save each hour at DC10+1 for each additional hour beyond 8 hours. Suffer 1 level of exhaustion for a failure.

Climbing, swimming, crawling and difficult terrain each add 1 foot of movement per foot of movement

Prone Dropping prone is a free action (see *Conditions*).

Navigate. The character can try to prevent the group from becoming lost by making a Wis (Survival) check
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.

Track. A character can follow the tracks of another creature, by making a Wis (Survival) check

Forage. The character can keep an eye out for ready sources of food and water, by making a Wis (Survival) check

Running long jump: If moving at least 10 feet before the jump, jump up to Str in feet

Standing long jump: Jump half Str in feet

Running high jump: Leap 3+Str mod upwards

Standing high jump: Leap (3+Str mod)/2 upwards

Arms reach half the creature's height, allowing a creature to reach 1.5 times it's height

Flying

If a flying creature is knocked prone, has its speed reduced to 0, or is otherwise deprived of the ability to move, the creature falls, unless it has the ability to hover or it is being held aloft by magic, such as by the *fly* spell.

Falling

A creature takes 1d6 bludgeoning damage for every 10 feet it fell, to a maximum of 20d6. The creature lands prone, unless it avoids taking damage from the fall.



Light & Vision

- **Lightly obscured area.** *Dim light*, patchy fog or moderate foliage – disadvantage on sight based Perception checks.

- **Heavily obscured area.** *Darkness*, opaque fog, or dense foliage – blocks vision entirely. A creature in this area suffers from the blinded condition.

- **Bright light.** Daylight, torches, lanterns, fires, and other sources of illumination – See normally

- **Dim light.** Shadows, twilight/dawn, moonlight, edge boundary of torchlight.

- **Darkness.** Unlit dungeon/underground, moonless night, magical darkness.

Blindsight: perceive surroundings without relying on sight.

Darkvision: see in darkness as if the darkness were dim light, cannot see colors

Truesight See in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, perceive the original form of a shapechanger or a creature that is transformed by magic, and see into the Ethereal Plane.

Tremorsense detect and pinpoint the origin of vibrations within a specific radius, provided that the monster and the source of the vibrations are in contact with the same ground or substance. Tremorsense can't be used to detect flying or incorporeal creatures.

Source	Bright	Dim
Candle (1 hr)	5'	5'
Torch (1hr)	20'	40'
Lantern, hooded (6 hr)	30'	60'
Lantern, bullseye (6 hr)	60'	120'
Light (1 hr)	20'	40'
Prod. Flame (1 hr)	10'	20'
Continual flame	20'	40'
Daylight (1 hr)	60'	120'
F. Fire (C, 1 mn)	-	10'
D.Lights (C, 1 mn)	-	10'
Sunbeam(C,1 mn)	30'	60'

Squeezing

A creature can squeeze through a space that is large enough for a creature one size smaller than it. While squeezing, a creature must spend 1 extra foot for every foot it moves there, and it has disadvantage on attack rolls and Dexterity saving throws. Attack rolls against the creature have advantage while it's in the smaller space.



Session notes to remember

Hiding

Dex (Stealth) vs Wis (Perception) to hide. If a creature can see you, you cannot hide from it. Noise gives your position away. An invisible creature can always try to hide.

Survival

Food

A character needs one pound of food per day and can make food last longer by subsisting on half rations. Eating half a pound of food in a day counts as half a day without 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. A normal day of eating resets the count of days without food to zero.

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.

Suffocating

A creature can hold its breath for a number of minutes equal to 1 + its Con modifier (minimum of 30 seconds).

When a creature runs out of breath, it can survive for a number of rounds equal to its Con modifier (minimum 1 round). At the start of its next turn, it drops to 0 hit points and is dying.

Size Categories

Size	Space
Tiny	2 ½ by 2 ½ ft
Small	5 by 5 ft
Medium	5 by 5 feet
Large	10 by 10 feet
Huge	15 by 15 ft
Gargantuan	20 by 20 ft or larger



Character notes

Name	AC	Per

Skills

Strength

Athletics

Dexterity

Acrobatics

Sleight of Hand

Stealth

Intelligence

Arcana

History

Investigation

Nature

Religion

Wisdom

Animal Handling

Insight

Medicine

Perception

Survival

Charisma

Deception

Intimidation

Performance

Persuasion

Dropping to 0 Hit Points

When you drop to 0 hit points, you either die outright or fall unconscious.

Instant Death

When damage reduces you to 0 hit points and there is damage remaining, you die if the remaining damage equals or exceeds your hit point maximum.

Falling Unconscious

If damage reduces you to 0 hit points and fails to kill you, you fall unconscious (see *Conditions*). This unconsciousness ends if you regain any hit points.

Death Saving Throws

Whenever you start your turn with 0 hit points, roll a d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become stable. On your third failure, you die. The number of both is reset to zero when you regain any hit points or become stable.

Rolling 1 or 20. When you make a death saving throw and roll a 1 on the d20, it counts as two failures. If you roll a 20 on the d20, you regain 1 hit point.

Damage at 0 Hit Points. If you take any damage while you have 0 hit points, you suffer a death saving throw failure. If the damage is from a critical hit, you suffer two failures instead. If the damage equals or exceeds your hit point maximum, you suffer instant death.

Typical Difficulty Classes

Task Difficulty	DC
Very easy	5
Easy	10
Medium	15
Hard	20
Very hard	25
Nearly impossible	30

Passive Checks

- 10 + standard modifiers
- Advantage = +5
- Disadvantage = -5

Working Together

One person gets advantage.

Resting

- **Short Rest** – 1 hour, spend one or more hit-die; recover hit-die roll + Con mod HP

- **Long Rest** – 8 hours (max. 2 hours on watch); recover all HP, regain a total of half your max hit-die. Must have at least 1 hit point at the start of the rest to gain these benefits. Cannot benefit from more than 1 long rest per 24 hours.

Unseen Attackers and Targets

When you attack a target that you can't see, you have disadvantage on the attack roll. This is true whether you're guessing the target's location or you're targeting a creature you can hear but not see. If the target isn't in the location you targeted, you automatically miss. When a creature can't see you, you have advantage on attack rolls against it. If you are hidden—both unseen and unheard—when you make an attack, you give away your location when the attack hits or misses.

Stabilizing a Creature

You can use your action to administer first aid to an unconscious creature and attempt to stabilize it, which requires a successful DC 10 Wisdom (Medicine) check.

A stable creature doesn't make death saving throws, even though it has 0 hit points, but it does remain unconscious. The creature stops being stable and must start making death saving throws again if it takes any damage. A stable creature that isn't healed regains 1 hit point after 1d4 hours.

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.

Combat Step by Step

A **round** represents about 6 seconds in the game world. During a round, each participant takes a **turn**.

1. **Determine surprise.** The DM determines whether anyone involved in the combat encounter is surprised.
2. **Establish positions.** The DM decides where all the characters & monsters are located.
3. **Roll initiative.** Everyone involved in the combat encounter rolls initiative (D20 + Dex mod), determining the order of turns.
4. **Take turns.** Each participant in the battle takes a turn in initiative order.
5. **Begin the next round.** Repeat step 4 until the fighting stops.

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.

Surprise

Compare Dexterity (Stealth) checks of anyone hiding with the passive Wisdom (Perception) score of each creature on the opposing side. Any character or monster that doesn't notice a threat is surprised at the start of the encounter.

A surprised creature may not move, take an action or use a reaction until that turn ends.

Cover

- **half cover:** +2 AC and Dex saves
- **three-quarters cover:** +5 AC and Dex saves
- **total cover:** can't be targeted directly by an attack or a spell, AOE may still have effect

Contests

Both participants in a contest make appropriate ability checks and compare the totals of their two checks. The participant with the higher check total wins the contest. That character or monster either succeeds at the action or prevents the other one from succeeding. If the contest results in a tie, the situation remains the same as it was before the contest.

Group Checks

Everyone attempting the same action rolls. If at least half the group beats the DC, the effort succeeds.



Combat Actions

Attack

Make one melee or ranged attack.

1. **Choose a target.** Pick a target within your attack's range: a creature, an object, or a location.
2. **Determine modifiers.** The DM determines whether the target has cover and whether you have advantage or disadvantage against the target. In addition, spells, special abilities, and other effects can apply penalties or bonuses to your attack roll.
3. **Resolve the attack.** If the d20 roll for an attack is a 20, the attack hits regardless of any modifiers or the target's AC. In addition, the attack is a critical hit.

If the d20 roll for an attack is a 1, the attack misses regardless of any modifiers or the target's AC.

Critical Hit

Roll all of the attack's damage dice twice and add them together. Then add any relevant modifiers as normal.

Ranged Attacks in Close Combat

A creature making a ranged attack has disadvantage on the attack roll if it is within 5 feet of a hostile creature who can see it and who isn't incapacitated.

Opportunity Attacks

Use a reaction to make a melee attack against a creature that moves out of reach. The attack interrupts the provoking creature's movement, occurring right before the creature leaves your reach.

Forced movement and teleportation do not trigger an opportunity attack.

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. If either weapon has the thrown property, it may be thrown instead of making a melee attack.

Cast a Spell

Each spell has a casting time, which specifies whether the caster must use an action, a reaction, minutes, or even hours to cast the spell. Casting a spell is, therefore, not necessarily an action.

Dash

Gain extra movement equal to your speed after applying any modifiers.

Disengage

Movement does not provoke opportunity attacks for the rest of the turn.

Dodge

Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and Dexterity saving throws have advantage. This benefit if you are incapacitated (see *Conditions*) or if your speed drops to 0.

Help

The targeted creature gains advantage on the next ability check it makes to perform the task, provided that it makes the check before the start of your next turn. Alternatively, aid a friendly creature in attacking a creature within 5 feet. If the ally attacks the target before your next turn, the first attack roll is made with advantage.

Hide

Make a Dexterity (Stealth) check in an attempt to hide.

Ready

Act later in the round using your reaction. Decide what perceivable circumstance will trigger the reaction. Then, choose the action taken in response, or choose to move up to your speed in response to it. When the trigger occurs, you can either take your reaction right after the trigger finishes or ignore the trigger.

If a spell is readied it is cast as normal and release with a reaction when the trigger occurs. To be readied, a spell must have a casting time of 1 action, and holding onto the spell's magic requires concentration (explained in chapter 10). If your concentration is broken, the spell dissipates without taking effect.

Search

Devote your attention to finding something. Depending on the nature of your search, the DM might have you make a Wisdom (Perception) check or an Intelligence (Investigation) check.

Use an Object

Interact with an object i.e. draw another weapon, drink a potion, pull a lever, etc.

Grappling

Use an Attack action to grapple. The target of your grapple must be no more than one size larger than you, and it must be within your reach. Using at least one free hand, seize the target by making a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (chosen by the target). If you succeed, you subject the target to the grappled condition. You can release the target whenever you like (no action required).

Escaping a Grapple. A grappled creature can use its action to escape. By succeeding on a Strength (Athletics) or Dexterity (Acrobatics) check contested by your Strength (Athletics) check.

Moving a Grappled Creature. When you move, you can drag or carry the grappled creature with you, but your speed is halved unless the creature is two or more sizes smaller than you.

Shoving a Creature

Use an Attack action to make a special melee attack to shove a creature, either to knock it prone or push it away from you. The target of your shove must be no more than one size larger than you, and it must be within your reach. You make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). If you win the contest, you either knock the target prone or push it 5 feet away from you.

Damage Resistance

If a creature or an object has **resistance** to a damage type, damage of that type is halved against it.

Damage Vulnerability

If a creature or an object has **vulnerability** to a damage type, damage of that type is doubled against it.

Apply all modifiers to damage, then apply resistance or vulnerability.

Multiple instances of resistance or vulnerability that affect the same damage type count as only one instance.



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.

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, although a poison or disease already in its system is suspended, not neutralized.

Poisoned

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

Prone

- A prone creature's only movement option is to crawl (see *Movement*), 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.
- Standing from prone costs half movement.

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. Exhaustion is measured in six levels. An effect can give a creature one or more levels of exhaustion, as specified in the effect's description.

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

If an already exhausted creature suffers another effect that causes exhaustion, its current level of exhaustion increases by the amount specified in the effect's description. A creature suffers the effect of its current level of exhaustion as well as all lower levels.

An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if a creature's exhaustion level is reduced below 1.

Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink.