

Record your character's name here

e.g. Evan, the not so Terrible

In the race section of the players handbook there are lists of suggested names and naming traditions for your chosen race.

Inspiration allows you to pick a roll to have advantage on

Note: You can't store inspiration for later use, either have it or you don't. DMs award inspiration when you play out your personality traits, give in to the drawbacks presented by a flaw or bond, and otherwise portray your character in a compelling way.

Characters have a proficiency bonus determined by level

Note: Your proficiency bonus can't be added more than once.

Everyone has the same proficiency at the same levels. Levels 1-4 = +2, levels 5-8 = +3, levels 9-12 = +4, levels 13-16 = +5, levels 17-20 = +6

The 6 Ability Scores

A quick description of your character's physical and mental characteristics.

Strength (STR), measuring physical power

Dexterity (DEX), measuring agility

Constitution (CON), measuring endurance

Intelligence (INT), measuring reasoning and memory

Wisdom (WIS), measuring perception and insight

Charisma (CHA), measuring force of personality

Calculating Ability Scores

A quick description of your character's physical and mental characteristics.

Calculate by rolling 4d6's and adding the top 3 together. Do this 6 times to get 6 scores. E.g. I roll a 4, 2, 6 & 3, add 3+4+6 = a score of 13.

Each ability also has a Modifier defined by the Ability Score

Modifiers range from -5 (for an Ability Score of 1) to +10 (for a Score of 20)

Calculate: -10 from the Ability Score, half that (rounded down) = Modifier. E.g. A Score of 13 is a +1 Modifier (13-10=3, 3/2=1.5 rounded down to 1)

Choose which ability score goes where carefully

Note: Classes in the Player's Handbook recommend priority scores.

E.g. Druids cast spells with their WIS so that should be your highest score with CON being the second highest.

Attempt to resist a spell, a trap, a poison, a disease, or threat.

Roll 1d20 and add your appropriate Modifier.

Each Class gives proficiency in at least two Saving Throws. If your character is proficient in the Saving Throw, add the proficiency bonus as well.

Each Ability Score is broken down into specific skills

Your Class & Background tells you specific skills you can be proficient in

Use the relevant Modifier to add to your roll. If you have chosen for your character to be proficient in a skill, add your proficiency bonus as well.

You will use to see if you notice traps or sneaky enemies

Note: Your DM will probably use this so as not to arouse suspicion

Calculate by 10 + WIS. +5 for advantage, -5 for disadvantage. A creature must beat this score on a stealth check to not be noticed by your character.

Record your character's proficiencies & languages

These are determined by your Race, Class & Background
e.g. Race: Wood Elves can speak "Common & Elvish" & are proficient in multiple weapons.

Class: Druids can speak "Druidic", are proficient in certain armors, weapons & tools.

Background: Hermit are proficient in Herbalism Kits

Chosen Background

e.g. Soldier

Chosen Race

e.g. Woodland Elf

Chosen class and character level

e.g. Fighter, 3 (if multiclassing add info here)

Chosen Alignment

e.g. Lawful Good

Your real (unless you're Batman) name

e.g. I don't know... Jim?

Record XP gained from playing

Note: You can do milestone levelling

Your current AC

Note: Armor takes time to put on and off

Unarmored: 10 + DEX (unless your class has a feature)

Armored: Specified Armor Entry + DEX (Unless it's heavy)

Bonus added to Initiative Rolls

Note: Initiative is rolled to determine the turn order of combat

Calculated by 1d20 + DEX

Some spells and classes can add additional bonus'

How far you can move in combat

Your chosen race determines your movement speed

Movement speed changes depending on you mode of transport, environment and spells cast on you

Self-descriptions that make you stand out

Be specific about your character's interests and opinions
e.g. Instead of "I'm quick to anger" try "I'm quick to throw an insult in jest but get angry when insults are directed at me."

Fundamental moral and ethical principles

Your character's alignment is a good place to start
e.g. Fairness. I never target people who can't afford to lose a few coins. (Lawful)

Connections to people, places and events

Specifically one/two of the above that are important to you
e.g. Family, a town or a fond memory. Your DM may use these in the campaign to direct your character to take specific action

Vices, compulsions, fears, or weaknesses

Anything that someone else could exploit
e.g. Once I start drinking, it's hard for me to stop. Your DM may use these to make your character act against best interests

Maximum health your character has

Determined by your class' hit dice + constitution modifier
e.g. Druids hit dice is 1d8. 1st level = 1d8 + Constitution modifier
For every level after add 1d8 roll + Constitution modifier

Hit points on top of your maximum health

Some spells/classes give temporary hit points
Temporary hit points to not regenerate and are the first to be lost when your character is damaged.

If you hit 0 hit points you are knocked out

Roll 1d20 on your turn to see if you survive or die, healing can revive you. You roll once per turn in combat, 11 or above is a success, 10 or below is a failure. If you roll 3 successes you stabilise, if you roll 3 failures you die.

Your hit dice based on your chosen class

Total: How many hit dice you have left to roll
e.g. A Druid's hit dice is a d8. At 3rd level they have 3d8's they can roll during a short rest to regain health equal to what they roll.

Your race, class and background give these

Learn these so you don't forget about them during your campaign!
e.g. Race: Wood Elves give the feature "Dark Vision". Class: Druid gives the feature "Wild Shape". Background: Hermit gives the feature "Discovery"

The name of your weapon

Some weapons have special names

e.g. Your starting weapons will just be basic swords or axes, you might find rare weaponry that has a given name like "The King's Hammer"

The bonus you add to your d20 roll to try and hit something

Note: Melee/Finesse/Ranged change whether you should use STR/DEX
e.g. Using a shortsword: STR Modifier (melee weapon) + Proficiency bonus (if you are proficient). Race & Class tells you your proficient weapons.

The dice used for damage and the type of damage

Note: Add your STR/DEX modifier to the damage roll for your total damage
e.g. Using a shortsword: 1d6 + Strength modifier, piercing damage. You must use the same modifier for both attack and damage bonus'.

List of available weapons or combat spells

You might pick up weapons but don't use (e.g. to sell) add them here
e.g. A Druid's hit dice is a d8. At 3rd level they have 3d8's they can roll during a short rest to regain health equal to what they roll.

Record your equipment here

Your class & background determine starting equipment
These include items you get from your "pack", any armor and material components

Record your character's currency totals here

You can earn money through quests, selling items or thievery
CP = Copper Pieces, SP = Silver Pieces, EP = Electrum Pieces,
GP = Gold Pieces, PP = Platinum Pieces

Actions in Combat

- | | |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|  Attack with a weapon like a sword or bow. |  Hide in nearby shadows by making a Stealth check. |
|  Dash to double your speed for this turn. |  Search for creatures, items, or clues in the immediate area. |
|  Disengage to move without provoking opportunity attacks this turn. |  Use an Object that requires extra time to interact with, for example drinking a potion. |
|  Ready an action you will perform later in the round after a certain trigger. If the trigger does not occur, you lose the action. |  Help an ally within 5 feet, giving them Advantage on their next roll or give them Advantage on their next attack if you're within 5 feet of their target. |
|  Cast a Spell with a cast time of 1 (or more) actions, as long as you have enough spell slots to do so. |  Dodge incoming attacks, giving attackers you can see Disadvantage on attacks against you and giving you Advantage on Dex saving throws. |

While Exploring

- | |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|  Investigate the area around you for secret traps, treasure, clues, or hidden doors. |
|  Look Around yourself in every direction (including above your head!). |
|  Loot the room, finding any valuable objects on your fallen foes or in plain sight. |
|  Speak with friendly creatures in the area to learn about secrets and clues. |
|  Take a Short Rest to bandage your wounds and prepare for the next encounter. |

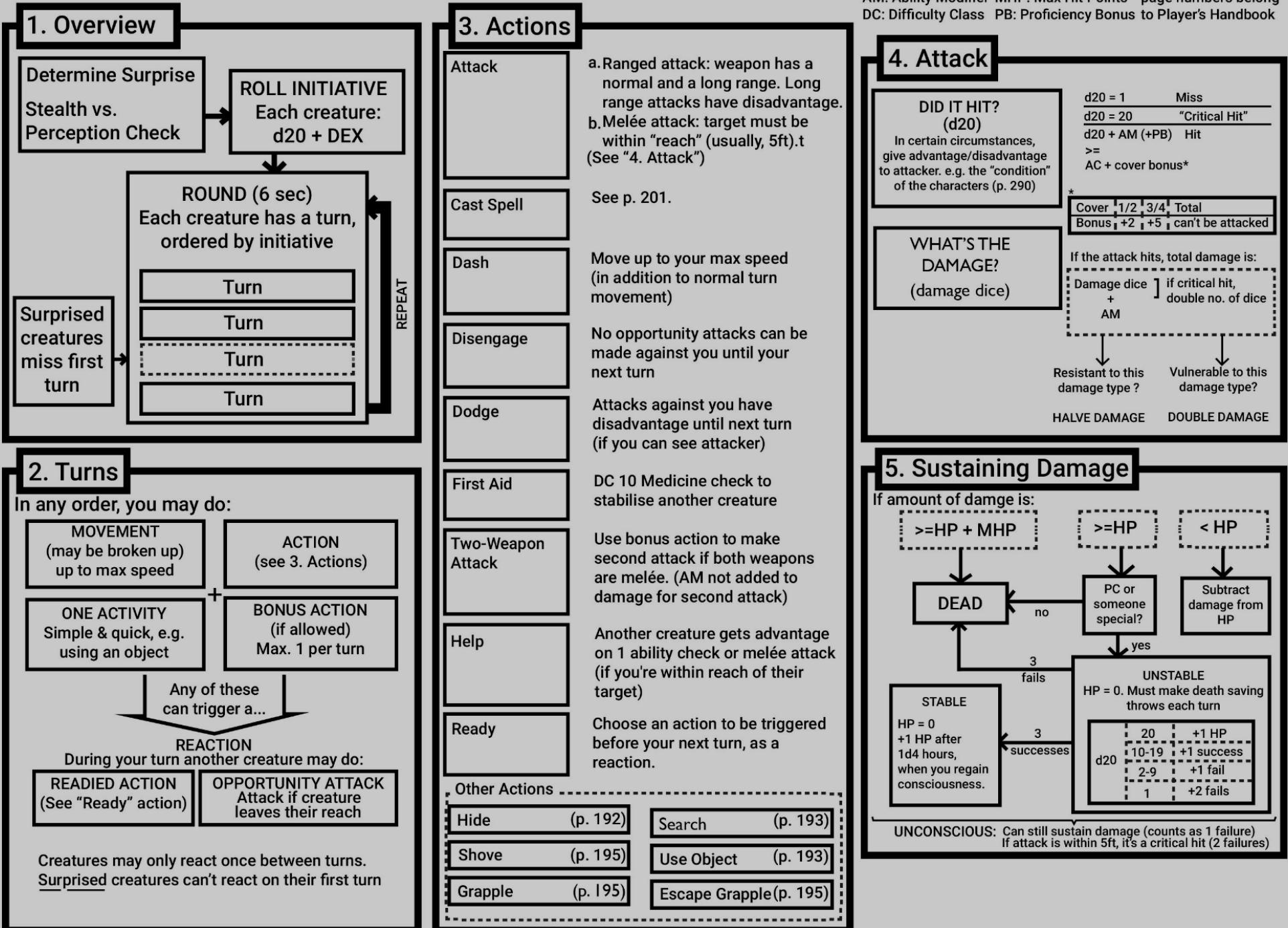
Between Adventures

- | |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|  Sell unwanted loot and Buy new equipment or rare magical items. |
|  Talk with NPC's to see if any of them have information about your quest or need help. |
|  Take a Long Rest to replenish your health and recover your spell slots. |
|  Prepare for your next journey, potentially buying provisions, horses, or a guide. |
|  Hire companions to aid you in your journey, preferably those with skills you lack. |

Also, you can always...

- | |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|  Improvise any other action you'd like to try – anything is possible! Bash down a door, slide down a staircase, intimidate an enemy, look for a weakness, ask your enemies to surrender or join your side... your only limit is your imagination! |
|  Ask the DM "What are my options?" and the DM will give you a short list of potential actions your character can take to resolve a challenge or move towards your objective if you are unsure of what to do next. |

Combat Cheat Sheet - DnD 5th Edition



Actions



When you take your action on your turn, you can take one of the actions presented here, an action you gained from your class or a special feature, or an action you improvise.

Different types of actions are.

...You may take the **Attack action** which is the most common. Certain features, such as the Extra Attack feature, allow you to make more than one attack with this action.

...You may use the **Cast Spell action** as long as that spell has a casting time of 1 action (not a reaction or bonus action).

...You may take the **Dash action** to double your movement speed for that turn.

Any increase or decrease to your speed changes this additional movement by the same amount.

...You may use the **Disengage action** to move without provoking opportunity attacks for the rest of the turn.

...You may use the **Dodge action** to give your attackers disadvantage on any attack rolls made against you and you make Dexterity saving throws with advantage.

...You may take the **Help action** to give a creature advantage on their next ability check or advantage against a creature within 5 feet of you (this benefit ends at the beginning of your next turn).

...You may take the **Hide action** to attempt to Stealth.

...You may take the **Ready action** to gain the benefits of a reaction later in the round (see the reaction section).

...You may take the **Search action** and devote your attention to finding something. Depending on the nature of the search, you might have to make a Perception or Investigation check.

...You may take the **Use an Object action** to interact with specific items that require your attention to use (see some examples below) or to interact with more than one object on the same turn.

- Applying poisons to weapons.
- Drinking or administering a potion.
- Improvised attacks.
- Spread a bag of caltrops.

Reactions



A reaction is an instant response to a trigger of some kind, which can occur on your turn or someone else's. The opportunity attack is the most common type of reaction.

Different types of reactions are.

...You can make an **opportunity attack** when a hostile creature that you can see moves out of your reach. Use your reaction to make a melee attack against the creature. You cannot opportunity attack a creature when they are taking the Disengage action, teleporting or when someone or something moves them without them using their movement, action or reaction.

...A **readied action** gives you the ability to take an action later in the round. You must specify what likely circumstance will trigger your reaction and what action you will choose to respond with 'if the goblin steps next to me, I move away'. You can ready a spell with a casting time of 1 action which requires the caster's concentration.

...Various **class features** and **other abilities** let you take a reaction on your turn.

Bonus Actions



You can take only one bonus action on your turn, and only when a special ability, spell, or other feature of the game states that you can do something as a bonus action.

Different types of bonus actions are.

...A **spell cast** with a bonus action is especially swift. You must use a bonus action on your turn to cast the spell. You can't cast another spell during the same turn, except for a cantrip with a casting time of 1 action.

...An **off-hand attack** can be made when you take the Attack action and attack with a light melee weapon that you're holding in one hand, you can use a bonus action to attack with a different light melee weapon that you are holding in your other hand.

You don't add your ability modifier to the damage of the bonus attack, unless the modifier is negative.

...Various **class features** and **other abilities** let you take a bonus action on your turn.

...You cannot ready a bonus action.

Movement and Positioning



In combat, characters and monsters are in constant motion, often using movement and position to gain the upper hand. Your movement can include many different things, including...

- Climbing, Jumping and Swimming
- Drawing or sheathing a sword
- Opening or closing a door
- Withdrawing a potion from your backpack
- Pick up a dropped weapon
- Plant a banner in the ground
- Throw a lever or a switch
- Take a book from a shelf you can reach
- Hand an item to another character

Ability/Skill Checks and Saving Throws	Combat Actions	Attacks
<p>Roll: d20 + ability modifier + proficiency bonus \geq DC</p> <p>All checks have a Difficulty Class (DC) to beat. Checks will generally be requested by attribute, skill, or tool:</p> <p>"Make a DC10 Intelligence check." "Make a DC15 Slight of Hand check." "Make a DC20 Thieves' Tool check." "Make a DC15 Dexterity save."</p> <p>All skills and tools have an explicit or implied related ability. That may change based on context.</p> <p>Cooperation: A skill check can be made at advantage if another character with the skill assists.</p>	<p>Each turn you get 1 move and 1 other action. You may take up to 1 bonus action if you have an ability that specifies the context of a bonus action.</p> <p>In some situations you may also get up to 1 reactions based on context of abilities.</p> <ul style="list-style-type: none"> -Attack: see below -Cast a Spell: Note that some spells can be cast as bonus actions or reactions. -Dash: Take a second move. -Disengage: Keeps opponents from taking an opportunity attack if you move away/past them. -Dodge: Until next turn all attacks against you are at disadvantage if you can see them and make a DEX save at advantage. -Help: Assist someone with a skill or attack, granting them advantage if they roll before your next turn. -Hide: Make a DEX(Stealth) check to hide. -Ready: State an action and a situation that will cause you to trigger that action. If the trigger occurs you may take the action as a reaction. -Search: Look for stuff. -Use an Object 	<p>Attacks are made like an ability check where the DC is the target's Armor Class (AC):</p> <p>Roll: d20 + ability modifier + proficiency bonus \geq AC</p> <p>Use STR for melee weapons and thrown weapons.</p> <p>Use DEX for missile weapons and finesse weapons.</p> <p>Apply proficiency if you are proficient with the type of weapon you are using.</p> <p>When reducing an opponent to 0 HP with a melee attack you can choose to render them unconscious rather than dead.</p> <p>20 always hits. 1 always misses.</p>
<p>Advantage/Disadvantage</p> <p>Any check (skill, saving throw, tool, combat) can, in certain situations, be made at advantage or disadvantage:</p> <p>Advantage: Roll 2d20 and pick the higher number.</p> <p>Disadvantage: Roll 2d20 and pick the lower number.</p>		<p>Damage, Death, Healing</p> <p>When HP = 0 you are unconscious until you get to 1HP.</p> <p>If you start your turn with 0 HP you must make a Death Save:</p> <p>Roll: d20 \geq 10</p> <p>At 3 successes you are stable.</p> <p>At 3 failures you are dead.</p> <p>A 1 counts as 2 failures.</p> <p>A 20 counts as 2 successes.</p> <p>Any damage taken after you reach 0 HP counts as a death save failure.</p>
<p>Resting</p> <p>Short Rest: at least 1 hour Spend x Hit Dice (HD) to heal. Roll the HD + CON modifier and add to your current HP total.</p> <p>Long Rest: at least 8 hours Regain all HP. Regain level/2 HD.</p> <p>Different classes have different abilities that are regained during short or long rests.</p>		

Combat!

YOUR TURN

You can do all of these!

ACTION

You can do one of these!

Move

Move at any time during your turn, adding up to your maximum movement.

Interact

Communicate or interact with an object (i.e. open a door)

Dash

Shove/Grapple

Disengage

Attack!

Dodge

Help

Hide

Ready an Action

Cast a Spell

(not on your turn)

Reaction

Your reaction is an action made in response to some trigger (i.e. opportunity attack)

Search

Use Object

> Did you hit?

$$\text{d20} + \begin{array}{c} \text{ability} \\ \text{modifier} \\ (\text{STR for melee} \\ \text{DEX for ranged}) \end{array} + \begin{array}{c} \text{proficiency} \\ \text{bonus} \\ (\text{if you are} \\ \text{proficient}) \end{array} \text{ vs. } \begin{array}{c} \text{enemy} \\ \text{AC} \end{array}$$

> How hard did you hit?

$$\begin{array}{c} \text{dice} \\ \text{damage} \end{array} + \begin{array}{c} \text{ability} \\ \text{modifier} \end{array} = \begin{array}{c} \text{Damage} \\ \text{to the} \\ \text{bad guy!} \end{array}$$

> Do you know this spell / have you prepared it?

> Do you have enough gas in the tank? Casting spells takes physical energy! This is represented by spell slots. Do you have a slot remaining at (or above) this spell's level?

> Do you have the time? What is this spell's casting time? An action? A bonus action? 10 minutes? A reaction?

> Is the bad guy within range?

> Can you fulfill the components?

<u>Verbal</u>	<u>Somatic</u>	<u>Material</u>
Incantation!	Hand motions!	Weird stuff!

> If you have to shoot, did you hit?

$$\text{d20} + \begin{array}{c} \text{attack bonus} \\ (\text{ability} + \text{prof}) \end{array} \text{ vs. } \begin{array}{c} \text{enemy} \\ \text{AC} \end{array}$$

> Can they resist the effects?

$$\begin{array}{c} \text{spell save DC} \\ (8 + \text{ability} + \text{prof}) \end{array}$$

enemy saving throw

> How long does this spell last?

1 minute? Concentration? Concentration can be broken by another concentration spell, or taking damage.

A dice roll is described in the following fashion:

dice type
3d10
number of dice



Rolling a 1 or 20 has no special meaning except when making an **Attack** or when making **Death Saving Throws**.

When **attacking**, rolling a 20 counts as a "critical hit". In this case you roll for all the attack dice twice and then add any bonus to the total. Rolling a 1 however, automatically misses.

To roll with **advantage/disadvantage** means to roll twice and pick the **highest/lowest** number.

Sometimes you find yourself in a very favorable or unfavorable situation. In these cases you may "get **advantage**" or "get **disadvantage**". These situations are set in the rules (not by DM).

Interaction (examples)

- Draw or sheathe a sword
- Open or close a door
- Pick up a dropped axe
- Turn a key in a lock
- Extinguish a small flame
- Remove a ring from your finger
- Take a book from a shelf you can reach
- Withdraw a potion from your backpack
- Don a mask
- Throw a lever or a switch
- Pull a torch from a sconce
- Put your earto a door
- Hand an item to another character

PHB 190

Movement (may be divided between actions)

- | | | |
|---------------------------|--------------------------|--------------|
| Drop prone: | No cost | PHB 190, 292 |
| Move: | Normal cost (your speed) | PHB 190 |
| Stand-up: | Half your movement speed | PHB 190 |
| Climb/Swim/Crawl: | Cost is doubled | PHB 182 |
| Difficult terrain: | Move at half speed | PHB 182 |



Action

Attack / Cast Spell	Make a weapon (melee/ranged) attack. Cast a spell.	PHB 190
Two-Weapon Fighting	Make two attacks with a light melee weapon, one in this action and the other one in your bonus action . Both attacks must be using light weapons .	PHB 195
Dash	Double movement Use this action to make an additional movement. All movement options are valid.	PHB 192
Disengage	Safely move away Your movement after this action will not be subject to an opportunity attack .	PHB 192
Dodge	Increase your defenses Any Attack roll made against you has disadvantage . Any Dex saving throw you make have advantage .	PHB 192
Help	Give advantage to an ally The creature you aid must be within 5ft, it gains advantage on an Attack or ability roll.	PHB 192
Improvise	Describe an action not otherwise detailed in the rules. The DM will determine if it is allowed, and if any skill or ability checks need to be made.	PHB 193
Grapple / Escape Grapple	You can attempt to 'grapple' a creature using one free hand. You succeed when your Athletics check wins from their Athletics or Acrobatics check.	PHB 195
Shove (knock prone or push 5ft)	You succeed when your Athletics check wins from their Athletics or Acrobatics check. The target cannot be more than one size larger than you.	PHB 195

Reaction

A **reaction** is an instant response trigger, which can occur on your turn OR on someone else's. If your reaction interrupts someone else's turn, that creature can continue after you finish the reaction.

There are three reactions: The **opportunity attack** (PHB 195), **reaction spell** (PHB 202), such as **Shield** or **Hellish Rebuke** and an earlier **readied action** (PHB 193). The last two are outside the scope of this Cheat Sheet.

When you take a reaction, you cannot do it again until the start of your next turn.

Opportunity Attack: In a fight, everyone is constantly watching for a chance to strike an enemy who is fleeing or passing by. Such a strike is called an **opportunity attack**.

An **opportunity attack** can be made by you when a hostile creature that you can see moves out of your reach. This can also be done by hostile creatures against you. To make the opportunity attack, you use your **reaction** to make one **melee attack** against the provoking creature. Because this is a reaction, it doesn't have to be your (or their) turn!

Bonus Action

Some classes grant you a **bonus action**. Some spells can be cast as a bonus action and some weapons have bonus actions. **You can only use 1 bonus action in your turn!**

When you cast a **spell as a bonus action**, you cannot cast another spell, except for cantrips, on the same turn.

PHB 189

Saving Throws

A **saving throw ('save')** is a roll to determine if you are able to resist something. The DM will ask you to make one after you set off a trap, an enemy casts a spell at you or something (generally bad) else happens to you. Roll the d20 and add the requested ability (*wisdom, constitution, etc.*) bonus to this number. The DM will tell you if you rolled high enough to prevent or reduce harm to yourself.

PHB 179

Notes

Described here are the basic rules for **combat**. These will help you through the first sessions. Pretty much all the mentioned rules have at least some exceptions or caveats, you can find these in the PHB.

Attacking with a weapon

PHB 193-195

1. When you make an attack you declare **which weapon** you use.
2. You then make an **Attack roll** using the d20. Add your **attack bonus** to this number. The total determines if your attack **hits** or **misses** (the DM will let you know).

NAME	ATT BONUS	DAMAGE TYPE
Dagger	+4	1d4+2

3. When your attack **hits**, you then **roll for damage**, using the described dice **for this weapon and add your damage modifier**. The total is the amount of damage you deal.

Spells & Spellcasting

PHB 201-205

Casting Time: The amount of time it takes to cast a spell.
1 round = 6 seconds. Some spells are cast as a **bonus action** or as a **reaction**, but only when the description says so.

Concentration: Some spells are "**concentration**-spells. You can only have one concentration spell active at a time. If you receive damage while using a concentration spell you may lose your concentration. When concentration is lost the spell ends.

Only make an **Attack roll** when the spell says so ("make a spell attack"). When you make an attack roll, add the Spell Attack Bonus to this number.

+5
SPELL ATTACK BONUS

13
SPELL SAVE DC

Some spells mention a **saving throw**, these are made by the **enemy** to reduce or prevent damage. In this case you don't have to make a roll. Only tell the DM your "Spell Save DC" number.

Ranged spells & ranged weapons

PHB 195

You have **disadvantage** on ranged spells and weapons. When used within 5ft from target or when an enemy is within 5ft of you.

Hit points (HP) and dying

PHB 196-198

HP represents the amount of life. When you receive damage, your HP goes down. When the HP of (most) monsters reaches zero they die. When yours reaches zero, you become **unconscious**.

You remain **unconscious** until you receive new HP or when you die. When you start your turn unconscious, you must make a "**Death Saving Throw**". On the **start** of your turn roll the d20. A number of 10 or higher is a success, otherwise it's a failure.

If you roll a 1 it will count as 2 failures. Rolling a 20 will return 1 HP to you and you regain consciousness. Three successes will result in death. Three successes and you're stable (but still **unconscious**).

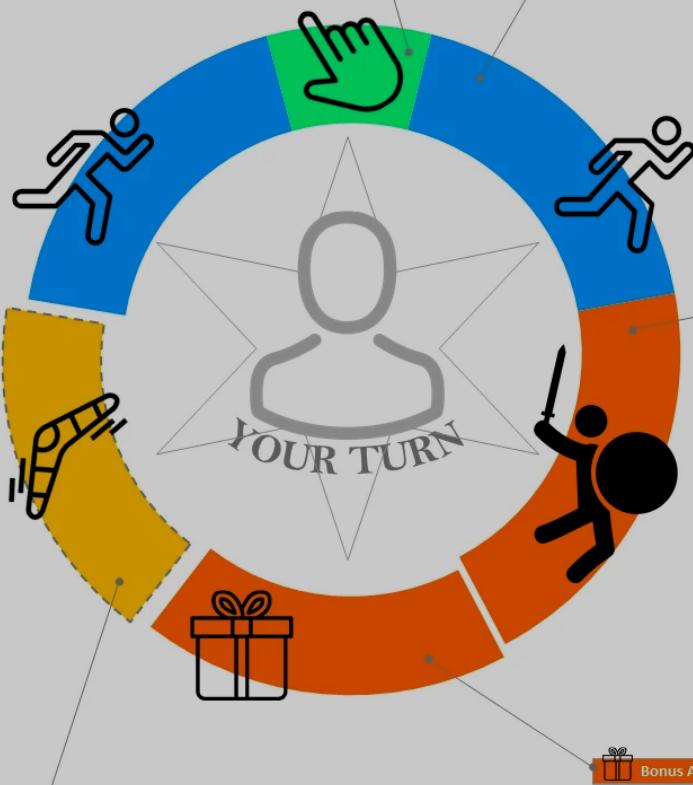
DM Dungeon Master HP Hit Points

PC Player Character

AC Armor Class

PHB Player Handbook NPC Non-Player Ch.

One minute in D&D = 10 rounds / One round = 6 seconds



PLAYER REFERENCE



AREA OF EFFECT

ATTACK (ACTION)

Make one melee or ranged attack with a weapon, or multiple attacks with the 'Extra Attack' class feature. (See the 'Attack Action' section below.)

DASH (ACTION)

Gain your speed as extra movement for this turn.

DISENGAGE (ACTION)

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

DODGE (ACTION)

Attack rolls from attackers you can see have disadvantage and you have advantage on Dex saving throws until the start of your next turn, until you become incapacitated or your speed drops to 0.

ESCAPE (ACTION)

Escape a grapple by winning a Str (Athletics) or Dex (Acrobatics) check vs. grappler's Str (Athletics) check.

HELP (ACTION)

Give an ally advantage on next ability check or attack roll vs. an opponent within 5 ft of you, if done before the start of your next turn.

HIDE (ACTION)

Hide from those that can't perceive you. Your Dex (Stealth) check is the DC for anybody's Wis (Perception) check to discover you.

OVERRUN (ACTION OR BONUS ACTION)

(DMG 272)

Move through hostile's space once by winning opposing Str (Athletics) check. Advantage if you are larger or disadvantage if you are smaller than the opponent.

READY (ACTION)

Choose an action that you will take in response to a set trigger. Taking the action uses your reaction. Readyng a spell requires concentration.

SEARCH (ACTION)

Search for something, possibly with a Wis (Perception) or Int (Investigation) check.

TUMBLE (ACTION OR BONUS ACTION)

(DMG 272)

Move through hostile's space once by winning opposing Dex (Acrobatics) check.

USE OBJECT (ACTION)

You can interact with an object once per turn for free. A second interaction and special cases take an action to complete (e.g. draw a second weapon, equip a shield, drink a potion, retrieve an item from a backpack).

COMBAT ACTIONS

(PHB 192)

MELEE ATTACK (ONE ATTACK)

Normal attack on target within 5 ft. If attacking with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action, see 'Two-Weapon Fighting'. If either weapon has the thrown property, it may be thrown as part of this action.

HALF	+2 AC and Dex saving throws
3/4	+5 AC and Dex saving throws
TOTAL	Can't be targeted directly by attack or spell
COVER (PHB 196)	

RANGED ATTACK (ONE ATTACK)

Normal attack up to normal range (first number). Disadvantage on attack if target is within 5 ft or up to long range away (second number).

TWO-WEAPON FIGHTING (BONUS ACTION WITH ATTACK ACTION)

If making an attack with a light melee weapon in one hand, allowed to make an attack with a light melee weapon in other hand as a bonus action. This off-hand attack can't add a positive ability score modifier to the damage roll. If the weapon has the thrown property, it may be thrown as part of this action.

DISARM (INSTEAD OF ONE ATTACK)

Knock an item from grasp by winning weapon attack roll vs. opponent's Str (Athletics) or Dex (Acrobatics) check. Disadvantage if item is being held by two or more hands. Larger opponents have advantage and smaller have disadvantage.

GRAPPLE (INSTEAD OF ONE ATTACK)

With a free hand, give the grappled condition to an opponent that is within reach and up to one size larger than you by winning Str (Athletics) check vs. opponent's Str (Athletics) or Dex (Acrobatics) check.

MARK (WITH MELEE ATTACK)

With a melee attack you can mark the target of that attack. The next opportunity attack against the marked target before the end of your next turn has advantage and doesn't cost you your reaction.

SHOVE (INSTEAD OF ONE ATTACK)

Move opponent 5 ft or make prone by winning opposing Str (Athletics) check. Disadvantage if trying to move the opponent to a side rather than to directly away from you.

ATTACK ACTION

(PHB 195)

MOVE (LIMITED BY MOVEMENT SPEED)

You can move your movement speed every turn. You can break up your movement between actions. You can switch back and forth between different types (e.g. from flying to walking), by subtracting the distance already moved from the new speed.

You can freely move through a nonhostile's space, and through a hostile's space if it is two sizes larger or smaller than you. Another creature's space counts as difficult terrain.

CLIMB / SWIM (AT 1/2 SPEED)

May involve a Str (Athletics) check if the climb / swim is difficult.

CRAWL (AT 1/2 SPEED)

Crawl while prone (see conditions). Dropping prone costs no movement speed.

DIFFICULT TERRAIN (AT 1/2 SPEED)

Moving through difficult terrain costs twice as much speed. Another creature's space counts as difficult terrain.

JUMP

After moving at least 10 feet on foot, you can jump your Str score in feet straight forward, or 3 + your Str modifier in feet up. The jump distance is halved when performing a standing jump.

STAND UP (COSTS 1/2 SPEED)

Standing up from being prone costs half your movement speed for this turn.

MOVEMENT

(PHB 182)

FORCED MARCH

Marching more than 8 hours per day requires a Con saving throw at DC 10 + 1 per additional hour, at the end of each additional hour. If failed, suffer one level of exhaustion (see conditions).

FOOD (ONE POUND PER DAY)

Go without food for 3 + Con modifier of consecutive days (1 day minimum). At the end of each day beyond that, suffer one level of exhaustion (see conditions).

WATER (ONE GALLON PER DAY)

If only half a gallon is consumed, DC 15 Con saving throw at end of day. If failed or consumed less than half, suffer one level of exhaustion, or two levels of exhaustion if currently already exhausted (see conditions).

FALLING

1d6 bludgeoning damage per 10 feet fallen, to a maximum of 20d6. End prone if taken any damage from the fall.

SUFFOCATING

Hold breath for 1 + Con modifier in minutes (30 seconds minimum). After that, survive for Con modifier in rounds, after which drop to 0 hit points and dying.

SHORT REST

A short rest takes 1 hour of doing nothing too strenuous. At the end of the rest, spend hit dice to regain hit points.

LONG REST

A long rest takes 8 hours with nothing too strenuous for more than 1 hour of that. Regain all hit points and half hit dice at end. If food and water are consumed, reduce exhaustion level by 1. Maximum of 1 long rest per 24 hours.

PACE	MINUTE	HOUR	DAY	EFFECT
Fast	400 feet	4 miles	30 miles	-5 passive Perception
Normal	300 feet	3 miles	24 miles	—
Slow	200 feet	2 miles	18 miles	Able to use stealth

TRAVEL PACE

(PHB 182)

ENVIRONMENT

(PHB 183)

LEVEL	EFFECT (CUMULATIVE)
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attacks / saves
4	Hit Point maximum halved
5	Speed reduced to 0
6	Death

EXHAUSTION (PHB 291)

BLINDED

Fail checks involving sight. Attacks have disadvantage. Enemy attacks have advantage.

CHARMED

Can't harm/attack charmer. Charmer has advantage on ability checks to interact socially.

DEAFENED

Fail checks involving hearing.

FRIGHTENED

Disadvantage to checks/attacks while the source of fear is in sight. Can't willingly move closer to the source of fear.

GRAPPLED

Speed 0, regardless of bonus. Ends when grappler is incapacitated or when moved out of grappler's reach by an effect.

INCAPACITATED

Can't take actions or reactions.

INVISIBLE

Can't be seen (normally), but still make noise and tracks. Attacks have advantage. Enemy attacks have disadvantage.

PARALYZED

Incapacitated. Can't move or speak. Fail Str and Dex saving throws. Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

PETRIFIED

Incapacitated. Can't move or speak. Unaware of surroundings. Resistance to all damage. Immune to poison / disease. Fail Str and Dex saving throws. Enemy attacks have advantage. Stop aging. Weight increases by factor 10.

Poisoned

Disadvantage on attack rolls and ability checks.

PRONE

Crawl (at 1/2 speed) or stand up (costs 1/2 speed). Attacks have disadvantage. Enemy attacks have advantage within 5 ft and disadvantage if further away.

RESTRAINED

Speed 0, regardless of bonus. Disadvantage on Dex saving throws. Attacks have disadvantage. Enemy attacks have advantage.

STUNNED

Incapacitated. Can't move. Can speak only falteringly. Fail Str and Dex saving throws. Enemy attacks have advantage.

UNCONSCIOUS

Incapacitated. Can't move or speak. Unaware of surroundings. Drop everything. Fail Str and Dex saving throws.

Enemy attacks have advantage. Enemy attacks within 5 ft are critical hits.

CONDITIONS

(PHB 290)

LIGHTLY OBSCURED (dim light)

Disadvantage on sight Perception checks

HEAVILY OBSCURED (darkness)

Effectively blinded (see conditions)

BLINDSIGHT

Out to range, perceive without sight.

DARKVISION

Out to range, treat dim light as bright light. Can't see colors.

TRUESIGHT

Out to range, perceive everything regardless of (magical) darkness, invisibility, illusions, shapechanging, or ethereality.

LIGHT & VISION

(PHB 183)