

Actions in Combat

ATTACK: Make a melee or ranged attack.

CAST A SPELL: Spell must have a casting time of 1 action.

CLIMB ONTO BIGGER CREATURE: Athletics or Acrobatics vs. Acrobatics. If successful, you climb on and treat target's space as difficult terrain. Target may take an action to make an Athletics check against your Athletics or Acrobatics to dislodge you.

DASH: Move extra distance equal to your current speed.

DISARM: Attack roll vs. target's Athletics or Acrobatics. No damage on success, but target drops held item. Attack has disadvantage if target item is being held in both hands.

DISENGAGE: Your movement this turn does not provoke attacks of opportunity.

DODGE: Attacks made against you have disadvantage and you have advantage on Dexterity saving throws until the start of your next turn. No longer applies if your speed drops to 0 or you are incapacitated.

ESCAPE GRAPPLE: Athletics or Acrobatics vs. Athletics.

FIRST AID: DC 10 Medicine to stabilize dying creature.

GRAPPLE: Replaces one attack. Athletics vs. Athletics or Acrobatics. On success, target becomes Grappled. Cannot be used on creatures more than one size larger than you.

HELP: Give target advantage on next ability check they make before the start of your next turn, or on an attack against a creature within 5 feet of you before the start of your next turn.

HIDE: Make a stealth check to become hidden.

MARK: Can mark target in addition to melee attack. Your opportunity attacks against marked target have advantage until start of your next turn and do not use your reaction. You are still limited to 1 per turn.

OVERRUN: Athletics vs. Athletics to move through an opponent's space. Advantage if larger than target, disadvantage if smaller.

READY: Ready an action to use later when a certain trigger occurs. Using this is a reaction and does not interrupt the trigger. Spells require concentration until they go off.

SHOVE: As Grapple, but can choose to push 5 feet away or knock prone. Can try to shove aside to another space within 5 feet of you, but roll at disadvantage.

TUMBLE: Acrobatics vs. Acrobatics to move through an opponent's space.

Conditions

BLINDED: Automatically fail sight-dependent checks, disadvantage to your attacks, advantage to hostile attacks.

CHARMED: Cannot hurt or attack the charmer. Charmer has advantage on social ability checks.

DEAFENED: Automatically fail all hearing-dependent checks.

FRIGHTENED: Disadvantage on checks and attacks while source of fear is in line of sight. Cannot deliberately move closer to source of fear.

GRAPPLED: Speed reduced to 0, no bonuses apply. Ends when grappler is incapacitated, you escape, or you are forcibly separated. Grappler can move with you at half speed.

INCAPACITATED: Cannot take actions or reactions.

INVISIBLE: Heavily obscured while hiding; you still make noise and tracks. Advantage while attacking, hostiles have disadvantage.

PARALYZED: Incapacitated, cannot move or speak. Auto-fail Strength and Dexterity saves. Hostiles have advantage. Attacks that hit you from within 5 feet are automatic critical hits.

PETRIFIED: Your weight increases tenfold. You are incapacitated and unaware of your surroundings. Hostiles have advantage. Auto-fail Strength and Dexterity saves. Resist all damage, poison, and disease.

POISONED: You have disadvantage on attack rolls and ability checks.

PRONE: Can only crawl at half speed until you stand up. Attacks have disadvantage. Hostiles have advantage within 5 feet and disadvantage over 5 feet. Standing up uses half of your base movement.

RESTRAINED: Speed reduced to 0. Your attacks and Dexterity saves have disadvantage. Hostiles have advantage.

STUNNED: Incapacitated, cannot move, and speaks haltingly and in fragments. Auto-fail Strength and Dexterity saves. Hostiles have advantage.

UNCONSCIOUS: Incapacitated, prone, cannot move or speak, and unaware of surroundings. Auto-fail Strength and Dexterity saves. Hostiles have advantage. Attacks that hit you from within 5 feet are automatic critical hits.

Death & Dying

INSTANT DEATH: If you drop to 0 HP and there is damage remaining that exceeds your maximum HP, you die instantly.

DEATH SAVING THROWS: If you start your turn with 0 HP, roll a d20. On a 10 or higher, you succeed; on a 9 or lower, you fail. At three successes, you are stabilized; at three failures, you are dead. A natural 20 counts as 2 successes, a natural 1 counts as 2 failures.

DAMAGE WHILE DYING: You suffer a saving throw failure if you take damage while dying.

STABILIZING: Stable creatures do not make death saving throws and regain 1 HP after 1d4 hours.

(Dis)Advantage

ADVANTAGE:

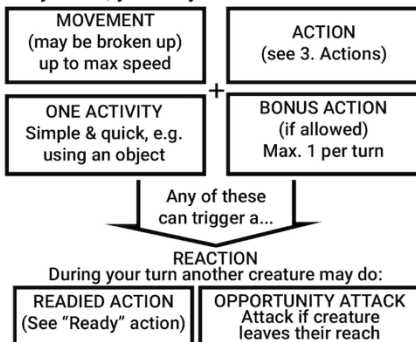
- Attacking an unaware target
- Attacking a blinded, paralyzed, restrained, petrified, stunned, or unconscious target
- Attacking a prone target in melee
- Flanking

DISADVANTAGE:

- Attacking while blinded, frightened, poisoned, prone, or restrained
- Attacking a prone target at range
- Attacking a dodging target
- Perception checks in lightly obscured environment
- Ranged weapon attacks while engaged in melee
- Ranged weapon attacks at long range

2. Turns

In any order, you may do:



Creatures may only react once between turns.
Surprised creatures can't react on their first turn

Vision

BLINDSIGHT: A creature with Blindsight can perceive its surroundings without seeing them, within a specific radius.

DARKVISION: Within a specified range, a creature with Darkvision sees dim light as if it were bright light. Additionally, it sees all darkness as dim light, though it can only perceive shades of gray.

Stealth

HIDING: Stealth vs. Perception (if searching) or Passive Perception (if not searching). Cannot hide while engaged in melee.

LIGHTLY OBSCURED: Disadvantage on Perception check.

HEAVILY OBSCURED: See Blinded.

Cover

HALF COVER: +2 to AC and Dexterity saves.

3/4 COVER: +5 to AC and Dexterity saves.

TOTAL COVER: Cannot be directly targeted.

Special Movement

LONG JUMP: Up to Strength score in feet with 10 foot running start and half that distance with a standing start. If landing on difficult terrain, DC 10 Acrobatics or fall prone.

HIGH JUMP: Up to 3 + Strength mod feet with 10 foot running start and half that height with a standing start.

FLIGHT: If a flying creature is knocked prone, has its speed reduced to 0, or is otherwise prevented from moving, it falls and takes 1d10 damage for every 10 feet it plummets. The ability to hover or magical means of flight negate this.

UNDERWATER COMBAT: Creatures that do not have a swim speed have disadvantage on melee attacks not made with a dagger, shortsword, spear, or trident. Ranged weapons cannot hit beyond their normal range, and have disadvantage unless they are crossbows, nets, or javelin-type throwing weapons.

Creatures immersed in water have resistance to fire damage.

MOUNTED COMBAT: A willing creature that is one size larger than you and physically capable of carrying you can serve as a mount. You can mount or dismount a creature within 5 feet of you once during your move, though this costs half your movement speed.

If an effect moves your mount against its will or you are knocked prone while you are mounted, make a DC 10 Dexterity save or be thrown off. You have advantage on this check if using a saddle. If your mount is knocked prone, you may take a reaction to land on your feet; otherwise, you fall prone within 5 feet of your mount.

A mount that is not acting independently moves as you direct it, and may take the Dash, Disengage, and Dodge actions. A controlled mount can act on the turn you mount it. If the mount provokes an opportunity attack while you're on it, the attacker can choose to either target you or the mount.

Things that Break Concentration

CASTING ANOTHER SPELL THAT REQUIRES CONCENTRATION: You cannot concentrate on two spells at once. You **can**, however, cast spells that do not require concentration while concentrating on a different spell.

TAKING DAMAGE or OVERWHELMING DISTRACTION: Make a Constitution save with a DC of 10 or half the damage you took, whichever is higher. If you fail the saving throw, your concentration ends. Make a separate saving throw for each source of damage.

BEING INCAPACITATED or KILLED: Duh.

Spellcasting Requirements

SPELLCASTING FOCUS: Can replace material component. Holy symbol must be held or worn visibly.

VERBAL COMPONENT (V): Cannot cast while gagged or in area of silence.

SOMATIC COMPONENT (S): Must have free use of at least one hand to perform gestures.

MATERIAL COMPONENT (M): Must have specific components required by the spell on their person. If components are consumed by the spell, must provide enough components for each casting. Must have one hand free to access the components.

A CLEAR PATH TO THE TARGET: Target cannot be behind total cover. If you try to cast an area of effect spell with something in the way, the area of effect begins on the near side of the obstruction.

Overlapping Spells

Spells can only overlap with different spells. While two instances of one spell overlap, the version of the spell with the higher numbers is applied.

Travel Pace & Resting

Pace	Hour	Day	Effects
Fast	4 miles	30 miles	-5 penalty to passive Perception
Normal	3 miles	24 miles	-----
Slow	2 miles	18 miles	Able to use Stealth

FORCED MARCH: At the end of each hour, a character must make a Constitution save with a DC of 10 + the number of hours over 8 they have traveled that day. Failure gains them a level of exhaustion.

SHORT REST: 1 hour. Spend hit dice to regain HP.

LONG REST: 8 hours. Regain full HP and half of your maximum hit dice.

Targets in Area of Effect

Cone	Size ÷ 10 (round up)
Cube or Square	Size ÷ 5 (round up)
Cylinder	Radius ÷ 5 (round up)
Line	Length ÷ 30 (round up)
Sphere or Circle	Radius ÷ 5 (round up)

Environment

FALLING: Falling deals 1d6 bludgeoning damage for every 10 feet you fall, up to 20d6.

SUFFOCATING: You can hold breath for a number of minutes equal to 1 + your Constitution modifier (minimum 30 seconds). Afterwards, you can last a number of rounds equal to your Constitution modifier (minimum 1) but drop to 0 and starts dying at start of your next turn afterwards.

FOOD: You need 1 pound of food per day. Half rations count as half a day without food. You can go without food for a number of days equal to 3 + your Constitution modifier (minimum 1). Afterwards, you take a level of exhaustion at the end of each day without food.

WATER: You need 1 gallon of water per day, 2 in hot weather. Half water requires DC 15 Constitution save; if you fail, you take a level of exhaustion at the end of the day. Not drinking any water causes an automatic level of exhaustion at the end of the day. If you already have a level of exhaustion, take 2 levels instead.

Exhaustion

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