

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.

QUICK COMBAT GUIDE

Determine Surprise

Establish Positions



Roll Initiative

Take Turns
STARTING WITH THE HIGHEST INITIATIVE

ON YOUR TURN

YOUR CHARACTER GETS 6 SECONDS TO...

1 make a Move

UP TO YOUR SPEED, BROKEN UP AS DESIRED

2 Take an Action

YOUR TURN'S MAIN ACTION



2.5 Take a Bonus Action

2ND ATTACK OR BONUS ACTION AS SPECIFIED BY ABILITY OR SPELL

3 Interact A MINOR ACTION

- DRAW OR SHEATH A SWORD
- WITHDRAW AN OBJECT FROM YOUR BACKPACK
- TAKE A BAUBLE FROM A TABLE
- STUFF SOME FOOD IN YOUR MOUTH
- FISH A FEW COINS FROM YOUR PURSE
- THROW A LEVER OR SWITCH
- TAKE A BOOK FROM A SHELF WITHIN REACH
- DON A MASK
- OPEN OR CLOSE A DOOR
- PICK UP A DROPPED WEAPON
- REMOVE A RING FROM YOUR FINGER
- PLANT A BANNER IN THE GROUND
- DRINK ALL THE ALE IN A FLAGON
- PULL A TORCH FROM A SCONCE
- EXTINGUISH A SMALL FLAME
- PULL YOUR HOOD OVER YOUR HEAD
- KICK A SMALL STONE

Designed by Paul Alejandro Herrera

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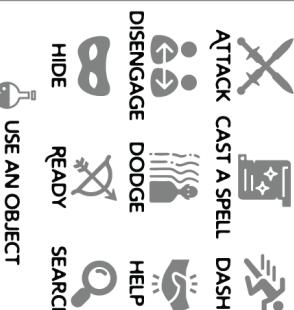
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Rules overview I

Advantage & Disadvantage

For Advantage, roll 2d20, take better roll.
For Disadvantage, take worse.

Fractions

All fractions are rounded down to lower.

Inspiration

DM can give out inspiration for good role-playing.
A player can give inspiration to others. You can only have 1 inspiration. Have advantage on rolls.

Group checks

Everyone rolls. Half succeeds – everyone wins.

Passive checks

10 + Modifiers + 5 for (dis)advantage.

Armor class

- Without armor: 10 + Dexterity mod
- Otherwise, refer to armor item numbers
- Shield: +2 to armor class

Light

- Dim light: disadvantage on Wisdom checks
- Darkness, or dense foliage: blinded

Prone

- Falling prone is a free action
- Standing up costs half movement speed
- You can crawl. Crawling speed: 1ft costs 2ft

Squeezing

A creature can move in spaces one size smaller. Have half speed. Disadvantage on attacks.
Advantage against target.

Long jump

- Move 10ft, then jump up to Strength mod
- Half of that if standing
- When landing on difficult terrain, do a DC 10 Acrobatics check, to see if landing on feet.

High jump

- Move 10ft, then jump up to 3 + Strength mod
- Half of that, if standing

Falling

On fall, take 1d6 bludgeoning damage per 10ft of fall, to maximum of 20d6. Land prone.

Suffocating

- Can hold breath up to 1 + Con mod
- After that, can survive for Con mod rounds
- Cannot be stabilized until breathes again

Difficult terrain

- 1ft counts as 2ft
- Creature space counts as difficult terrain

Traps

Determine the DC for: notice (Wisdom), search and find (Intellect) and disable the trap (Dexterity). Failed check causes trigger. Take half damage on failed checks, usually.

Initiative

d20 + Dexterity modifier

Cover

- Half cover: +2 bonus to AC and Dex saving
- 3/4 cover: +5 bonus to AC and Dex saving
- Total cover: cannot be targeted directly

Melee attacks

- Unarmed strike deals 1 + Strength mod
- If holding light weapons in both hands, use bonus action to attack/throw with second one

Ranged attacks

- Disadvantage on attack beyond normal range
- Disadvantage on attack within 5ft

Improvised weapons

Do 1d4 damage

Critical hits & failures

- If you roll 20 on d20 attack roll, you crit
- Roll second dice for attack damage on target
- Add modifier at the end
- If rolling 1, attack misses automatically

Resistance & vulnerability

Half damage on resistance and double damage on vulnerability. Applied after all modifiers.

Grappling (and Shove)

- Strength/Dexterity contest on grappling
- Strength/Dexterity contest to escape
- Move with grappled creature at half speed

Surprise

Compare Stealth of the ones hiding to passive Perception of the other party. Can't move or take actions if surprised.

Unseen attackers & targets

- Advantage on attack while unseen
- Disadvantage on attack on unseen target

Recover ammunition

After battles, recover half of spent ammunition.

Armor proficiency

- Without proficiency can't cast spells
- Disadvantage on checks, saves and attacks that use Dexterity or Strength

Weapon special properties

- Reach: + 5ft to melee attack range
- Versatile: can be used one or two-handed
- Thrown: can throw using same mod

Identifying magic items

- Holding an item makes you sense magic
- Identify spell to reveal its properties
- Long rest and concentration to reveal props

Attuning

Requires an uninterrupted short rest with concentration in the form of prayers, weapon practice or meditation. You can attune no more than 3 items.

Spell save DC

8 + magic ability mod + proficiency bonus.

Spell attack modifier

Proficiency bonus + ability mod

Concentration

If taking damage while casting, do a Con saving throw of DC 10 or the half of damage received.
Failing on that interrupts concentration.

Spell components

Typically spells require verbal and somatic components. Can be replaced with a focus.

Copying spells in spellbook

You (a wizard) can add a spell to your spellbook: if it is a level of which you have spellslots, and if you have spare time to decipher it.

Dropping to 0 HP

- Die, if remaining dmg is bigger then max HP
- Death saving throws on each turn your HP is 0
- Roll a d20, succeed if rolled 10. Fail otherwise.
- If 20 or 1, gain two successes or failures
- Stabilize at 3 successes, die at 3 failures
- Gain 1 failure when receiving damage
- Attempt to stabilize with a DC 10 Medicine
- On stable, regain 1 HP after 1d4 hours.

Short rest (1+ hours)

Spend one or more hit dice, add Constitution mod and regain that much HP.

Long rest (8 hours)

- Need at least 1 HP to take a long rest
- No more then 2 hours on watch
- Can take only one per 24 hours
- After rest regain all of HP and half hit dice

Blinded

Attacks on it have adv. Has disadv attacking.

Charmed

Can't attack charmer. Charmer has advantage on any social interaction with target.

Deafened

Automatically fail all checks requiring sound.

Frightened

Disadv on attacks, while fear source visible.
Can't willingly move closer to source of fear.

Incapacitated

Can't take actions or reactions.

Paralyzed

Can't move or speak. Fail on Str and Dex saves.
Attacks against have advantage. Attacks within 5ft automatically crit on hit.

Petrified

Target is transformed into a solid substance.
Can't move or speak. Attacks against have adv.
Fails on Str and Dex saves. Resistance to all damage. Immune to poison and disease.

Poisoned

Disadvantage on attack rolls and ability checks.

Prone

Disadvantage on attack rolls. Attacks against target within 5ft have advantage.

Restrained

Speed is zero. Attacks against have adv. Target attacks have disadv. Disadv on Dex saves.

Stunned

Can't move. Can only badly speak. Fails on Dex and Str saves. Attacks against have advantage.

Unconscious

Can't move, speak. Fails on Dex and Str saves.
Attacks against have advantage. Attacks within 5ft automatically crit on hit.

Rules overview II

DUNGEONS & DRAGONS

Difficulty classes (DC)

Very easy	5
Easy	10
Medium	15
Hard	20
Very hard	25
Impossible	30

Creature space

Tiny	2.5 x 2.5ft
Small	5 x 5ft
Medium	5 x 5ft
Large	10 x 10ft
Huge	15 x 15ft
Gargantuan	20 x 20ft

Ability score modifiers

1	-5	16–17	+3
2–3	-4	18–19	+4
4–5	-3	20–21	+5
6–7	-2	22–23	+6
8–9	-1	24–25	+7
10–11	0	26–27	+8
12–13	+1	28–29	+9
14–15	+2	30	+10

Strength

Athletics

Dexterity

Acrobatics

Sleight of hand

Stealth

Intelligence

Arcana

History

Investigation

Nature

Religion

Actions in combat

Attack	Ready (Reaction)
Cast a spell	Search
Dash	Use an object
Disengage	Improvise
Dodge	Shove
Help	Grapple
Hide	Stabilize

Exhaustion

1	Disadvantage on ability checks
2	Move at half speed
3	Disadvantage on attack rolls and Str saves
4	Maximum HP is halved
5	Speed is reduced to zero
6	Death

Travel

Hour	Day	Effect
Fast	4 miles	30 miles - 5 passive Wis
Normal	3 miles	24 miles
Slow	2 miles	18 miles Able to stealth

Tracking DC

Soft surface (like snow)	10
Dirt or grass	15
Bare stone	20
Each day after creature passed	+5
Creature left a trail such as blood	-5

Armor

Armor	Donning	Doffing
Light armor	1 min.	1 min.
Medium armor	5 min.	1 min.
Heavy armor	10 min.	5 min.
Shield	1 action	1 action

Services

Services	Payment
Cab between towns	2cp/mile
Cab within city	1cp
Skilled hireling	2gp/day
Untrained hireling	2sp/day
Messenger	2cp/mile
Road or gate toll	1cp
Ship's passage	1sp/mile

Lifestyle expenses

Lifestyle expenses	Price/Day
Wretched	0
Squalid	1sp
Poor	2sp
Modest	1gp
Comfortable	2gp
Wealthy	4gp
Aristocratic	min 10gp

Object AC

Cloth, paper, rope	11
Wood, bone	15
Stone	17
Iron, steel	19

Character advancement

Lvl	Prof.
0	+2
300	2
900	3
2 700	4
6 500	5
14 000	6
23 000	7
34 000	8
48 000	9
64 000	10
85 000	11
100 000	12
120 000	13
140 000	14
165 000	15
195 000	16
225 000	17
265 000	18
305 000	19
355 000	20

Hide

Soft surface (like snow)	10
Dirt or grass	15
Bare stone	20
Each day after creature passed	+5
Creature left a trail such as blood	-5

Simple weapons

Dmg	Properties
Club	1d4 Light
Dagger	1d4 Finesse, Light, Thrown
Greatclub	1d8 Two-handed
Handaxe	1d6 Light, Thrown
Javelin	1d6 Thrown
Light Hammer	1d4 Light, Thrown
Mace	1d6
Quarterstaff	1d6 Versatile
Sickle	1d4 Light
Spear	1d6 Thrown, Versatile
Unarmed	1
Light Crossbow	1d8 Two-handed, Loading
Dart	1d4 Finesse, Thrown
Shortbow	1d6 Two-handed
Sling	1d4

Martial weapons

Def	Properties
Battleaxe	1d8 Versatile
Flail	1d8
Glaive	1d10 Heavy, Reach, Two-h
Greataxe	1d12 Heavy, Two-handed
Greatsword	2d6 Heavy, Two-handed
Halberd	1d10 Heavy, Reach, Two-h
Lance	1d12 Reach, Special
Longsword	1d8 Versatile
Maul	2d6 Heavy, Two-handed
Morningstar	1d8
Pike	1d10 Heavy, Reach, Two-h
Rapier	1d8 Finesse
Scimitar	1d6 Finesse, Light
Shortsword	1d6 Finesse, Light
Trident	1d6 Thrown, Versatile
War Pick	1d8
Warhammer	1d8 Versatile
Whip	1d4 Finesse, Reach
Blowgun	1 Ammunition, Loading
Hand Crossbow	1d6 Light, Loading
Heavy Crossbow	1d10 Heavy, Loading, Two-h
Longbow	1d10 Heavy, Two-handed
Net	Special, Thrown

Medium Armor

Def	Properties
Hide	12+Dex
Chain Shirt	13+Dex
Scale Mail	14+Dex Disadv on stealth
Breastplate	14+Dex
Half Plate	15+Dex Disadv on stealth
Ring Mail	14 Disadv on stealth
Chain Mail	16 Disadv on stealth
Splint	17 Disadv on stealth
Plate	18 Disadv on stealth

ACTION

1/TURN

You can also interact with one object or feature of the environment for free.

-  **Attack**
Melee or ranged attack
-  **Grapple**
Special melee attack
-  **Shove**
Special melee attack
-  **Cast a spell**
Cast time of 1 action
-  **Dash**
Double movement speed
-  **Disengage**
Prevent opportunity attacks
-  **Dodge**
Increase defenses
-  **Escape**
Escape a grapple
-  **Help**
Grant an ally advantage
-  **Use Object**
Interact, use special abilities
-  **Use shield**
Equip or unequip a shield
-  **Hide**
-  **Search**
-  **Ready**
Choose trigger and action
-  **Use class feature**
Some features use actions
-  **Improvise**
Any action not on this list

BONUS ACTION

MAX. 1/TURN

You can take a bonus action only when a special ability, spell, or feature states that you can do something as a bonus action.

-  **Offhand Attack**
Use with the Attack action
-  **Cast a spell**
Cast time of 1 bonus action
-  **Use class feature**
Some features use bonus actions

REACTION

MAX. 1/ROUND

A reaction is an instant response to a trigger of some kind, which can occur on your turn or on someone else's.

-  **Opportunity attack**
Enemy leaves your reach
-  **Readied action**
Part of your Ready action
-  **Cast a spell**
Cast time of 1 reaction

MOVEMENT

You can move at any time during your turn (before, after, or during actions).

-  **Move**
Cost: 5ft per 5ft
-  **Climb**
Cost: 10ft per 5ft
-  **Swim**
Cost: 10ft per 5ft
-  **Drop prone**
Cost: 0ft
-  **Crawl**
Cost: 10ft per 5ft
-  **Stand up**
Cost: half movement speed
-  **High jump**
Cost: 5ft per 5ft
-  **Long jump**
Cost: 5ft per 5ft
-  **Improvise**
Any stunt not on this list
-  **Difficult terrain**
Cost modifier: +5ft per 5ft
-  **Grapple move**
Modifier: speed halved

ENVIRONMENTAL EFFECTS

Effects that obscure vision can prove a significant hindrance to most adventuring tasks.

-  **Lightly obscured**
Disadvantage on Perception
-  **Heavily obscured**
Effectively blind

The presence or absence of light in an environment creates three categories of illumination.

-  **Bright light**
Normal vision
-  **Dim light**
Lightly obscured
-  **Darkness**
Heavily obscured

Some creatures have extraordinary senses that allow them to perceive their environment.

-  **Blindsight**
Perceive without sight
-  **Darkvision**
Limited vision in darkness
-  **Truesight**
See in darkness

Obstacles can provide cover during combat, making a target more difficult to harm.

-  **Half cover**
Low wall, furniture
-  **Three-quarters cover**
Portcullis, arrow slit
-  **Full cover**
Completely concealed

CONDITION

Conditions alter your capabilities in a variety of ways, and can arise as a result of a spell, a class feature, a monster's attack, or other effect.

-  **Blinded**
You can't see
-  **Charmed**
You are charmed
-  **Deafened**
You can't hear
-  **Exhaustion**
You are exhausted
-  **Frightened**
You are frightened
-  **Grappled**
You are grappled
-  **Incapacitated**
You can't take actions or reactions
-  **Invisible**
You can't be seen
-  **Paralyzed**
You are paralyzed
-  **Petrified**
You are transformed into stone
-  **Poisoned**
You are poisoned
-  **Prone**
You are prone
-  **Restrained**
You are restrained
-  **Stunned**
You are stunned
-  **Unconscious**
You are unconscious