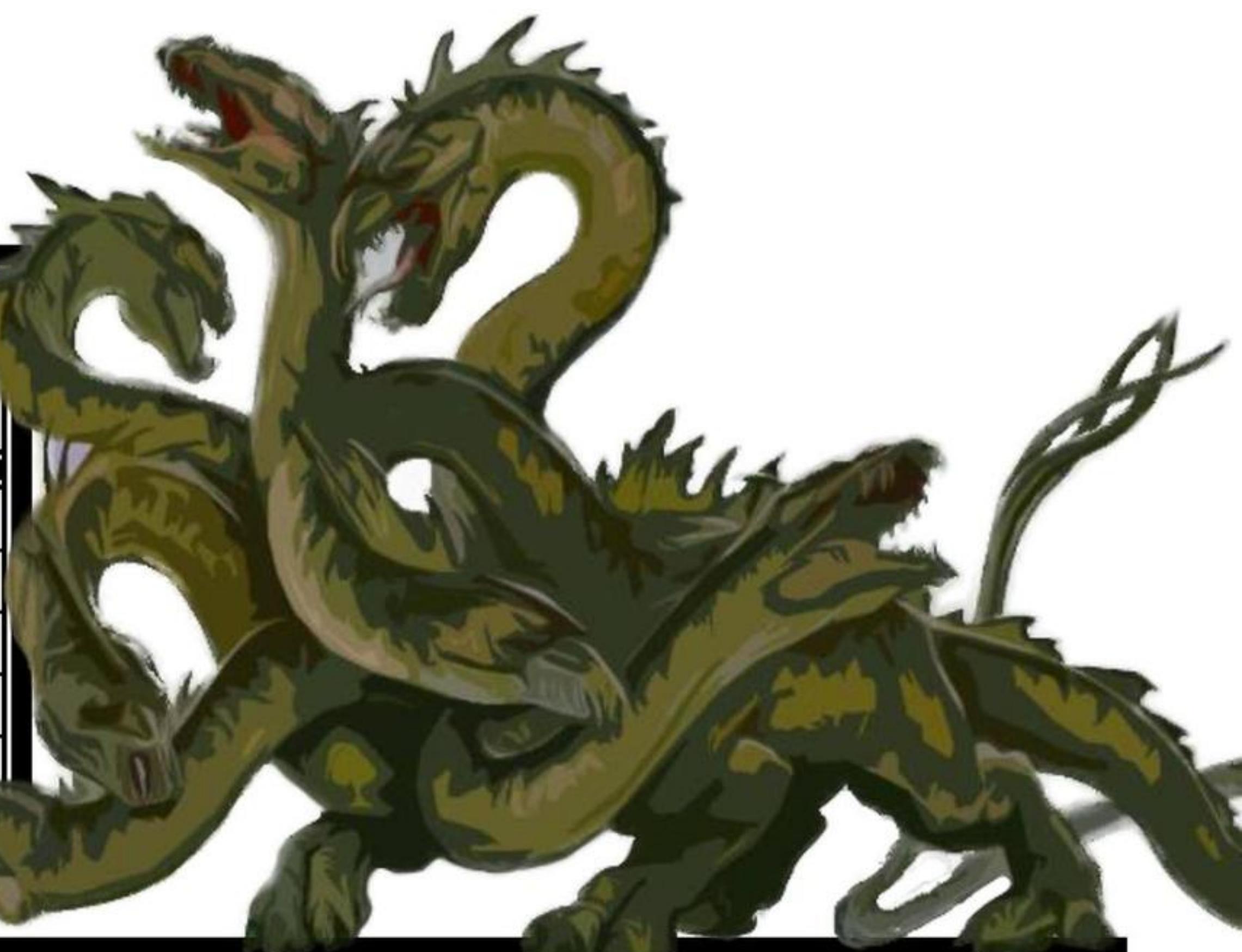
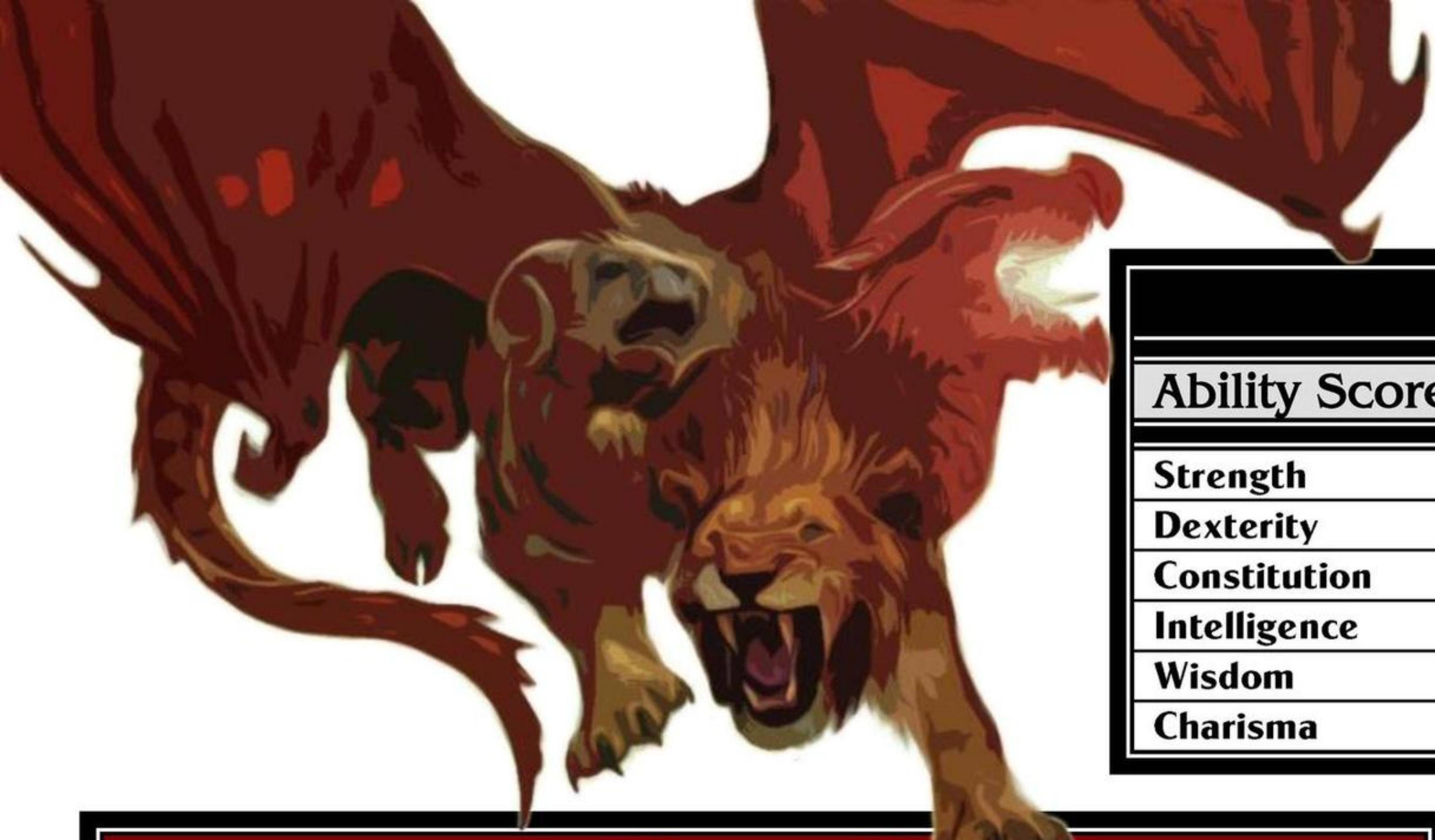


Ability Checks



Skills	
Ability Score	Associated Skills
Strength	Athletics
Dexterity	Acrobatics, Sleight of Hand, Stealth
Constitution	N/A (See Constitution table)
Intelligence	Arcana, History, Investigation, Nature, Religion
Wisdom	Animal Handling, Insight, Medicine, Perception, Survival
Charisma	Deception, Intimidation, Performance, Persuasion

Typical Difficulty Classes	
Task Difficulty	DC
Trivial	5
Easy	10
Moderate	15
Hard	20
Very Hard	25
Nearly Impossible	30

Strength

Strength measures bodily power and athletic training.

Athletics¹

Automatic	Climb a wall with plenty of handholds or a secure, knotted rope or rope ladder; swim in relatively calm water; jump a number of feet horizontally equal to half of your Strength score, or your full Strength score with a 10 foot running start; leap into the air a number of feet equal to half of (3 + your Strength modifier), or the full amount with a 10 foot running start ²
Easy	Climb a wall lacking an adequate amount of handholds, tread water in rough conditions, jump a few feet farther than you normally could; during a long jump, clear an obstacle such as a low-lying hedge or wall of height \leq a fourth of the jump's distance
Moderate	Climb a rope dangling from a protrusion or overhang (i.e. lacking a vertical surface to brace against), swim in rough water or against a mild current
Hard	Climb a wall with very few handholds, catch yourself on a rope or other handhold in the middle or at the end of your jump, swim in violent water or against a strong current
Very Hard	Climb a slippery or sheer wall with little or no handholds, climb vertically along an overhang with adequate handholds, swim in stormy waters

Feats of Strength • Other

Easy	Force open a stuck or broken door, break free from weak bindings, pull a stuck or wedged object loose
Moderate	Break through a wooden door reinforced with iron, hang on to a wagon while being dragged behind it
Hard	Break through a heavy locked or barred door, topple a stone statue
Very Hard	Break through a heavy, reinforced door such as a prison or armory door, hold a door shut against a room filling with water

1: A PC can climb and swim under normal conditions without having to make a check; however, strenuous conditions may require that they pass an Athletics check. Each foot of movement during such a check costs an extra foot of movement, or an extra 2 feet if it is considered difficult terrain. Characters with climb and swim speeds ignore the extra costs associated with movement of this type.

Similarly, the horizontal and vertical distance a PC can jump without having to make a check is determined by their Strength score and modifier respectively. An Athletics check is generally only required when attempting to jump a distance farther than the amount calculate in the table above.

2: During a vertical jump a PC can extend their arms in order to achieve an extra distance equal to $\frac{1}{2}$ of their height, which they can effectively add to their jump distance in order to attempt to grab on to a ledge or other handhold.

Dexterity

Dexterity measures agility, reflexes, and balance.

Acrobatics

Easy	Walk across an icy surface, stay upright in a turbulent situation, land safely on difficult terrain
Moderate	Walk along a narrow ledge, swing from a chandelier and land on your feet
Hard	Cross a wildly swaying rope bridge
Very Hard	Walk across a tightrope, vault over or under an enemy (through their space)

Sleight of Hand

Easy	Perform simple acts of legerdemain such as palming a coin-sized object
Contest (vs. WIS)	Plant or steal an object on or from a target, conceal an object on your person

Stealth¹

Contest (vs. WIS)	Conceal yourself from enemies, sneak past unsuspecting targets, slip away while others are distracted
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Pick Lock² • Disarm Trap² • Other

Easy	Pick a simple lock, jam a simple trap, perform a task requiring particularly dexterous hands ³
Moderate	Pick a typical lock, escape from tight rope bindings, securely restrain a prisoner
Hard	Pick an elaborate lock, disarm a trap of average complexity, steer a chariot around a tight corner
Very Hard	Pick a masterwork lock, disarm a complex trap, escape from locked masterwork manacles

1: Generally, becoming hidden in combat requires being heavily obscured or under total cover, but ultimately the rules leave it up to your personal adjudication.

2: Proficiency with Thieves' Tools allows a player to add their proficiency bonus to checks made to open locks and disarm traps.

3: Such as Operation™.



Constitution¹

Constitution measures health, stamina, and vital force.

Concentration

Easy	Distracting environmental stimuli such as a wave crashing over the deck of a storm-tossed ship
Variable max(10,x)	After taking damage make a Constitution Saving throw with a DC of either 10 or half of the damage taken, whichever is higher.

Forced March²

Variable (DC 10 + x)	At the end of each hour a PC must make a Constitution saving throw with a DC equal to 10 + the number of hours traveled past 8. On a failed throw the PC advances one level of exhaustion.
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Air

A PC can hold their breath for a number of minutes equal to 1 + their Constitution modifier (minimum 30 seconds). When out of breath, a PC can survive for a number of rounds equal to their Constitution modifier before they drop to 0 hit points and begin to die.

Food

A PC must eat one pound of food per day in order to subsist. They can go without food for a number of days equal to 3 + their Constitution modifier (minimum 1) before they begin to starve. This day count is reset when the PC eats their fill for a day; otherwise, the PC advances one level of exhaustion at the end of each day beyond their limit.

Water³

Automatic	A PC drinking less than half the amount of water they require during the day advances one level of exhaustion at the end of the day, or two levels if they are already suffering from exhaustion.
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Moderate	A PC drinking more than half the amount of water they require during the day but less than the full amount must succeed on a Constitution saving throw or advance one level of exhaustion, or two levels if they are already suffering from exhaustion.
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1: Constitution represents a largely passive set of 'skills' which have more to do with enduring than performing a specific action the PC can become proficient in. Therefore Constitution checks are more uncommon than other ability checks and are usually made without adding a proficiency bonus, although situational bonuses may still apply. NOTE: An ability check is different from a saving throw; players can be proficient at Constitution saving throws.

2: A PC can only travel for eight hours a day before they risk becoming exhausted.

3: A PC requires one gallon of water per day, or two if the climate is harsh.

Intelligence

Intelligence measures mental acuity, accuracy of recall, and the ability to reason.

Arcana • History • Nature • Religion

Easy	Recall widely known information; identify common people, places, objects, symbols, fauna, or flora
Moderate	Recall more obscure or specific information; identify uncommon people, places, objects, symbols, fauna, or flora
Hard	Recall truly esoteric or precise information; identify rare people, places, objects, symbols, fauna, or flora
Very Hard	Recall information that is known only by a privileged few; identify exceedingly rare people, places, objects, symbols, fauna, or flora

Investigation • Other

Easy	Identify a particularly obvious trap or a secret or coded message left by a contact, communicate a simple idea with an intelligent creature you don't share a language with, discover the true nature of a low-level illusion
Moderate	Identify a typical trap, determine time or cause of death of a recently deceased creature, estimate the material worth of an item, discover the true nature of a mid-level illusion
Hard	Identify a well-hidden trap, object, or area; forge a document or identify such a document, discover the true nature of a high-level illusion
Very Hard	Identify a magically-hidden trap, object, or area; discern the purpose and process of a complicated device or system; determine the integrity of a structure, construct, or formation and identify any exploitable weak points



Wisdom

Wisdom measures perceptiveness, intuition, and attunement with the surrounding world.

Insight • Perception

Easy	Spot a prominent landmark or structure in the distance, hear the far-off sound of thunder signaling a coming storm, determine if a child is telling the truth
Moderate	Spot a natural-obscured object or feature, eavesdrop on a conversation in the next room, discern who among a cagey group is the leader, discern the intended message of a non-verbal communication
Hard	Spot a well-hidden object or feature, eavesdrop on a hushed conversation through a heavy door, guess at the enemy's next action
Very Hard	Spot a nearly-invisible object or feature, read the lips of a creature you can see but not hear
Contest (vs. CHA)	Determine if someone is lying or disguising themselves or their intentions
Contest (vs. DEX)	Spot a creature attempting to hide, hear the movements of a hidden foe

Survival

Easy	Follow a well-worn trail through a forest, follow the tracks of a creature through snow or mud, forage for a day's worth of food in a plentiful area, navigate on a clear night
Moderate	Follow an abandoned or forgotten trail, track a creature through a forest, forage for a day's worth of food in a sparse area, navigate on a cloudy night, predict an oncoming storm, identify the signs of nearby creatures
Hard	Track a creature over barren terrain, forage for a day's worth of food in a harsh area, navigate through an alien area on a cloudy night, predict tomorrow's weather
Very Hard	Track a creature after rainfall, navigate an alien area on a stormy night

Animal Handling • Medicine • Other

Easy	Calm a domesticated animal, stabilize a dying creature outside of combat, diagnose a common ailment
Moderate	Calm a wild but otherwise peaceful animal, intuit an animal's emotional state, set a broken bone, perform a complex maneuver while mounted, stabilize a dying creature in the middle of combat, diagnose an uncommon ailment
Hard	Intuit a hostile animal's next action, control an untrained mount, diagnose a rare ailment
Very Hard	Calm a dangerous wild animal, diagnose magical and divine ailments



Charisma

Charisma measures force of personality, persuasiveness, personal magnetism, social influence, and physical attractiveness.

Deception

Contest (vs. WIS)	Fast-talk or con someone, adopt a disguise or impersonate another creature, tell a convincing lie or otherwise hide your true intentions
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Intimidation

Easy	Scare a spineless noble into handing over their coin purse
Moderate	Pry information out of an uncooperative prisoner, convince street thugs to back down from a confrontation
Hard	Advise a guard that it might be best to look the other way this time around, coerce an official into signing a document
Very Hard	Frighten a creature larger than you, causing it to flee; stop an agitated mob in their tracks

Performance

Easy	Routine performance such as telling a story in a tavern or around a campfire
Moderate	Professional performance such as an inspiring speech or an impressive musical display which may attract the attention of a local troupe and lead to regional fame
Hard	Memorable performance which may attract the attention of a local patron and lead to national fame
Very Hard	Extraordinary performance which may attract the attention of distant patrons and even extraplanar beings

Persuasion

Easy	Convince the mayor to allow your party to help, calm a distraught person
Moderate	Persuade a group of highway thieves to leave in peace, convince a friendly acquaintance that you know best
Hard	Convince a chamberlain to let your party see the king, inspire or rally a crowd of townsfolk, negotiate a peace between warring tribes
Very Hard	Convince a sphinx that you are worthy of the secrets it guards, assure a dragon you're worth more alive than dead

Illustrations of various characters: a female archer, a male warrior with a hammer, a bearded man in a hat, a female druid, and a muscular fighter.

Character Advancement

Lv.	Exp. ¹	Prof. Bonus
1	0	+2
2	300	+2
3	900	+2
4	2,700	+2
5	6,500	+3
6	14,000	+3
7	23,000	+3
8	34,000	+3
9	48,000	+4
10	64,000	+4
11	85,000	+4
12	100,000	+4
13	120,000	+5
14	140,000	+5
15	165,000	+5
16	195,000	+5
17	225,000	+6
18	265,000	+6
19	305,000	+6
20	355,000	+6

1: Experience points are cumulative.

Resting

Short Rest

A period of downtime lasting at least one hour, during which time you can do nothing more strenuous than eating, drinking, reading, or tending to wounds. The following effects resolve at the end of a Short Rest:

- You regain the use of abilities, features, and resources that are refreshed by taking a Short Rest.
- You are allowed to expend one of your accumulated Hit Die by rolling a die of the corresponding type. You regain hit points equal to the rolled value + your Constitution modifier. Afterwards, you may choose to spend another Hit Die.

Long Rest

A period of extended downtime lasting at least eight hours, during which time you must either sleep or perform only light activities such as talking, eating, or standing watch. These activities can occupy no more than 2 hours of your Long Rest. Performing more than an hour of strenuous activity such as walking or fighting will also interrupt your Long Rest. You may only benefit from one Long Rest in a 24-hour period and you must begin the rest with at least one hit point. The following effects resolve at the end of a Long Rest:

- You regain the use of abilities, features, and resources that are refreshed by taking a Long Rest.
- You regain all of your lost hit points unless otherwise indicated.
- You regain a number of Hit Die equal to up half of your total possible Hit Die.

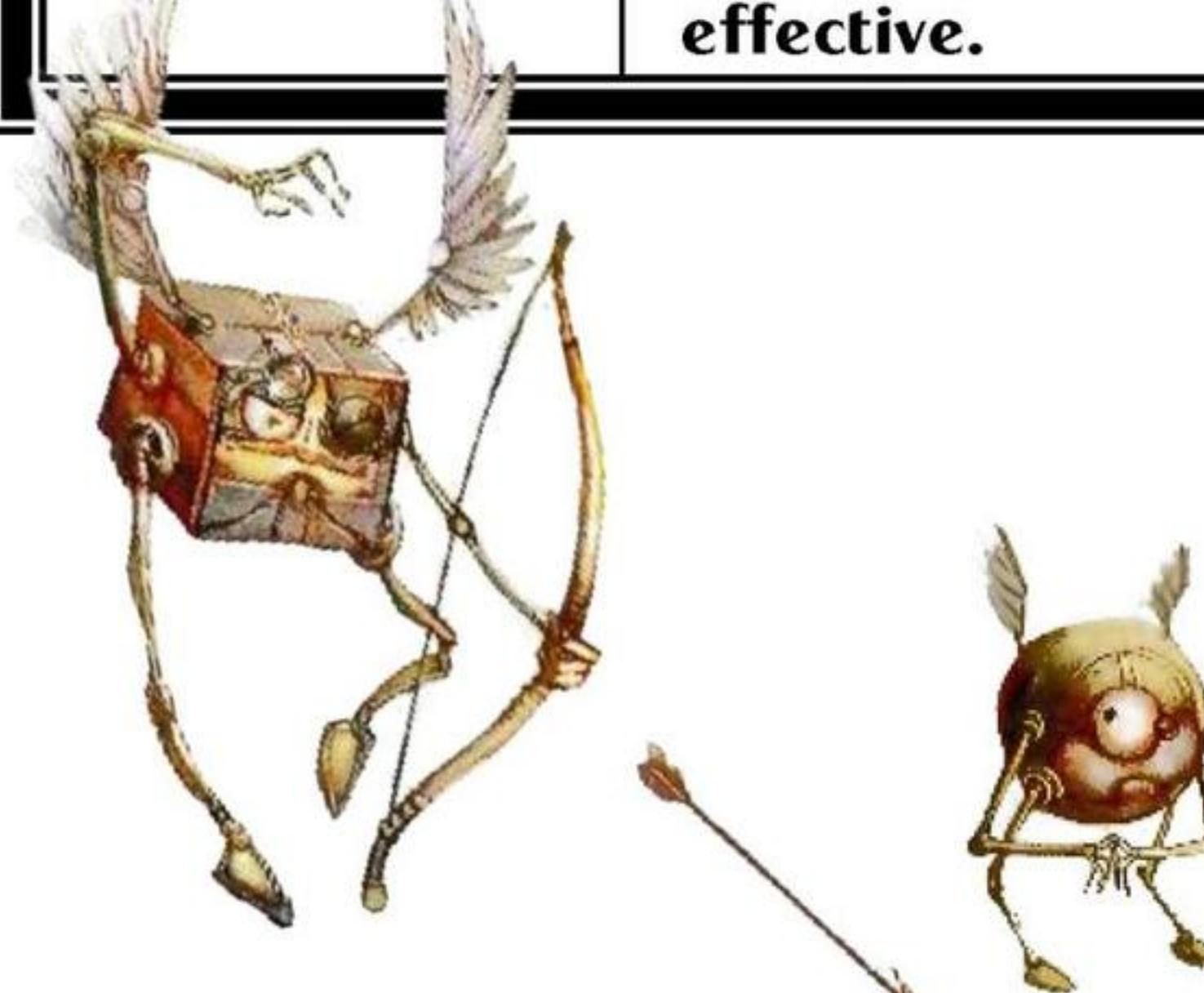
Traveling¹

Travel Pace	Distance Traveled per...			Effect
	Minute	Hour	Day	
Slow	200 ft.	2 miles	18 miles	Able to stealth
Normal	300 ft.	3 miles	24 miles	—
Fast	400 ft.	4 miles	30 miles	-5 penalty to Passive Perception

1: A group of adventurers can travel for eight hours each day. Use Passive Perception to determine if threats are noticed.

Cover

Degree	Effect
Half Cover	Grants +2 bonus to AC and Dexterity saving throws.
Three-quarters Cover	Grants +5 bonus to AC and Dexterity saving throws.
Total Cover	Cannot be targeted directly by attacks or spells, although area of effect spells and abilities are still effective.



Damage and Dying

Unconscious	When you are reduced to zero hit points you fall unconscious. There are no negative hit point values.
Death Saving Throws	Whenever you start your turn with zero hit points you must make a death saving throw, not to be confused with a Constitution saving throw. On a roll of 10 or higher, you succeed. Otherwise, you fail. On your third success you become stable while on your third failure you die. These results need not be consecutive. On a roll of 1 you suffer two failures while on a roll of 20 become stable and gain one hit point.
Damage at zero Hit Points	If you take any damage while at zero hit points you suffer a death saving throw failure. If this damage is from a critical hit you instead suffer two failures. If this damage is greater than or equal to your hit point maximum you suffer instant death.

Conditions & States

Blinded	Automatically fail any check requiring sight. Disadvantage on attack rolls. Attackers have advantage.
Charmed	Cannot attack the charmer or target them with harmful abilities or effects. Charmer has advantage on interacting socially with the charmed creature.
Deafened	Automatically fail any ability check that requires hearing.
Dead	You are dead. Sorry. You've got a couple options: activate plot armor, become a servant of the Raven Queen, come back to life through any number of different spells (my favorite is reincarnate!), roll a new character.
Exhausted	See Exhaustion table
Falling	At the end of a fall a creature takes 1d6 bludgeoning damage for every 10 feet they fell (max 20d6). A creature who takes damage this way is knocked prone.
Frightened	Disadvantage on ability checks and attack rolls while the source of the fear is within sight. Cannot willingly move towards the source of the fear.
Grappled	Speed reduced to 0. Ends when grappler is incapacitated, is no longer within reach, or fails a skill contest.
Incapacitated	Cannot take actions or reactions.
Incorporeal	Resistance against nonmagical damage; targets are resistant against nonmagical damage from an incorporeal source. Can move through objects and other creatures but must end movement in an empty space.
Invisible	Considered heavily obscured for the purposes of hiding. Advantage on attack rolls. Attackers have disadvantage.
Paralyzed	Incapacitated and cannot move or speak. Automatically fail Strength and Dexterity saving throws. Attackers have advantage and any attack that hits and is made from within 5 feet is a crit.
Petrified	Weight increases by a factor of ten and no longer age. Incapacitated cannot move or speak, and unaware of surroundings. Automatically fail Strength and Dexterity saving throws. Attackers have advantage. Resistance to all damage. Any poison or disease already afflicting the target is suspended and the target becomes immune to poison and disease.
Poisoned	Disadvantage on attack rolls and ability checks.
Prone	Only movement option is crawl until standing up. Disadvantage on attack rolls. Attackers within 5 feet have advantage, otherwise they have disadvantage. Can stand up by using half of your total movement speed.
Restrained	Speed reduced to 0. Disadvantage on attack rolls and Dexterity saving throws. Attackers have advantage.
Squeezing	Considered one size category smaller for the purposes of movement through tight areas. Every foot of movement costs an extra foot. Disadvantage on attack rolls and Dexterity saving throws. Attackers have advantage.
Stable	0 hit points and unconscious but don't need to make Death saving throws. Any damage taken causes the creature to stop being stable and to resume making Death saving throws. The Stable condition ends when the creature is no longer at 0 hit points. If still at 0 hit points after 1d4 hours, regain 1 hit point.
Stunned	Incapacitated and cannot move. Ability to speak is impaired but not lost. Automatically fail Strength and Dexterity saving throws. Attacks have advantage.
Unconscious	Incapacitated, cannot move or speak, and unaware of surroundings. Drop any held items and fall prone. Automatically fail Strength and Dexterity saving throws. Attackers have advantage and any attack that hits from within 5 feet is a crit.

1: The effects of exhaustion are cumulative. At the end of a long rest if a creature has had food or drink it decreases its level of Exhaustion by one.

Weapons

Weapon	Cost	Damage	Weight	Properties
Simple Melee Weapons				
Club	1 sp	1d4 Bludgeoning	2 lb.	Light
Dagger	2 gp	1d4 Piercing	1 lb.	Finesse, Light, Thrown (20/60)
Greatclub	2 sp	1d8 Bludgeoning	10 lb.	Two-handed
Handaxe	5 gp	1d6 Slashing	2 lb.	Light, Thrown(20/60)
Javelin	5 sp	1d6 Piercing	2 lb.	Thrown(30/120)
Light Hammer	2 gp	1d4 Bludgeoning	2 lb.	Light, Thrown(20/60)
Mace	5 gp	1d6 Bludgeoning	4 lb.	—
Quarterstaff	2 sp	1d6 Bludgeoning	4 lb.	Versatile(1d8)
Sickle	1 sp	1d4 Slashing	2 lb.	Light
Spear	1 gp	1d6 Piercing	3 lb.	Thrown(20/60), Versatile(1d8)
Unarmed Strike	—	1 Bludgeoning	—	—
Simple Ranged Weapons				
Crossbow, Light	25 gp	1d8 Piercing	5 lb.	Ammunition(80/320), Loading, Two-handed
Dart	5 cp	1d4 Piercing	¼ lb.	Finesse, Thrown(20/60)
Shortbow	25 gp	1d6 Piercing	2 lb.	Ammunition(80/320), Two-Handed
Sling	1 sp	1d4 Bludgeoning	—	Ammunition(30/120)
Martial Melee Weapons				
Battleaxe	10 gp	1d8 Slashing	4 lb.	Versatile(1d10)
Flail	10 gp	1d8 Bludgeoning	2 lb.	—
Glaive	20 gp	1d10 Slashing	6 lb.	Heavy, Reach, Two-handed
Greataxe	30 gp	1d12 Slashing	7 lb.	Heavy, Two-handed
Greatsword	50 gp	2d6 Slashing	6 lb.	Heavy, Two-handed
Halberd	20 gp	1d10 Slashing	6 lb.	Heavy, Reach, Two-handed
Lance	10 gp	1d12 Piercing	6 lb.	Reach, Special
Longsword	15 gp	1d8 Slashing	3 lb.	Versatile(1d10)
Maul	10 gp	2d6 Bludgeoning	10 lb.	Heavy, Two-handed
Morningstar	15 gp	1d8 Piercing	4 lb.	—
Pike	5 gp	1d10 Piercing	18 lb.	Heavy, Reach, Two-handed
Rapier	25 gp	1d8 Piercing	2 lb.	Finesse
Scimitar	25 gp	1d6 Slashing	3 lb.	Finesse, Light
Shortsword	10 gp	1d6 Piercing	2 lb.	Finesse, Light
Trident	5 gp	1d6 Piercing	4 lb.	Thrown(20/60), Versatile(1d8)
War Pick	5 gp	1d8 Piercing	2 lb.	—
Warhammer	15 gp	1d8 Bludgeoning	2 lb.	Versatile(1d10)
Whip	2 gp	1d4 Slashing	3 lb.	Finesse, Reach
Martial Ranged Weapons				
Blowgun	10 gp	1 Piercing	1 lb.	Ammunition(25/100), Loading
Crossbow, hand	75 gp	1d6 Piercing	3 lb.	Ammunition(30/120), light, loading
Crossbow, heavy	50 gp	1d10 Piercing	18 lb.	Ammunition(100/400), Heavy, Loading, Two-handed
Longbow	50 gp	1d10 Piercing	2 lb.	Ammunition(150/600), Heavy, Two-handed
Net	1 gp	—	3 lb.	Special, Thrown(5/15)

Armor & Shields

Armor	Cost	Armor Class	Weight	Properties
Light Armor				
Padded	5 gp	11 + Dex Mod	8 lb.	Disadvantage(Stealth)
Leather	10 gp	11 + Dex Mod	10 lb.	—
Studded Leather	45 gp	12 + Dex Mod	13 lb.	—
Medium Armor				
Hide	10 gp	12 + Dex Mod (Max 2)	12 lb.	—
Chain Shirt	50 gp	13 + Dex Mod (Max 2)	20 lb.	—
Scale Mail	50 gp	14 + Dex Mod (Max 2)	45 lb.	Disadvantage(Stealth)
Breastplate	400 gp	14 + Dex Mod (Max 2)	20 lb.	—
Half Plate	750 gp	15 + Dex Mod (Mas 2)	40 lb.	Disadvantage(Stealth)
Heavy Armor				
Ring Mail	30 gp	14	40 lb.	Disadvantage(Stealth)
Chain Mail	75 gp	16	55 lb.	Disadvantage(Stealth), Strength(13)
Splint	200 gp	17	60 lb.	Disadvantage(Stealth), Strength(15)
Plate	1500 gp	18	65 lb.	Disadvantage(Stealth), Strength(15)
Shield				
Shield	10 gp	+ 2	6 lb.	—

Services

Service	Pay
Coach Cab	
Between Towns	3 cp/mile
Within a City	1 cp
Hireling	
Skilled	2 gp/day
Unskilled	2 sp/day
Messenger	2 cp/mile
Road/Gate Toll	1 cp
Ship's Passage	1 sp/mile
First Level spell ¹	10-30 gp + components
Second Level spell ¹	30-50 gp + components
Third+ Level Spell ²	How much ya got? ³

Lifestyle Expenses

Lifestyle	Price/Day
Wretched	—
Squalid	1 sp
Poor	2 sp
Modest	1 gp
Comfortable	2 gp
Wealthy	4 gp
Aristocratic	10 gp minimum

1: First and second level spellcasting services are easy enough to find in a decently sized city or town.

2: Third level and higher spells are much more rare and can only be found with any amount of regularity in a large city, perhaps home to a University or Temple.

3: Often times a spellcaster might ask for a service rather than monetary payment.



Monster Statistics

Proficiency & Exp Value by Challenge Rating

CR	Proficiency Bonus	Exp Points Value
0	2	0 or 10
1/8	2	25
1/4	2	50
1/2	2	100
1	2	200
2	2	450
3	2	700
4	2	1,100
5	3	1,800
6	3	2,300
7	3	2,900
8	3	3,900
9	4	5,000
10	4	5,900
11	4	7,200
12	4	8,400
13	5	10,000
14	5	11,500
15	5	13,000
16	5	15,000
17	6	18,000
18	6	20,000
19	6	22,000
20	6	25,000
21	7	33,000
22	7	41,000
23	7	50,000
24	7	62,000
25	8	75,000
26	8	90,000
27	8	105,000
28	8	120,000
29	9	135,000
30	9	155,000

Encounter Building

You can use this process after you've already designed an encounter to determine its difficulty or you can use it to start an Encounter from scratch with a target difficulty in mind.

1. Start by making a note of the Exp values that define the four difficulty categories for your group. For each adventurer in the party refer to the *Encounter Difficulty Exp per Character* table, noting the exp values for each character in each category. Then for each category add the exp values for each character in that category to determine the difficulty thresholds for encounters.
2. Next, select each creature you want to include in your encounter. Add up their Exp Values, which can be found in their stat block next to their Challenge Rating, to get the encounter's Exp Value.
3. Adjust the encounter Exp Value by the multiplier found in the *Encounter Exp Multipliers* table according to the size of the adventuring party.
4. Compare the adjusted encounter Exp Value with the difficulty thresholds you calculated in Step 1 to get an estimate of the encounter's difficulty. Adjust the encounter accordingly.

Encounter Difficulty Exp Per Character

Level	Easy	Medium	Hard	Deadly
1	25	50	75	100
2	50	100	150	200
3	75	150	225	400
4	125	250	375	500
5	250	500	750	1,100
6	300	600	900	1,400
7	350	750	1,100	1,700
8	450	900	1,400	2,100
9	550	1,100	1,600	2,400
10	600	1,200	1,900	2,800
11	800	1,600	2,400	3,600
12	1,000	2,000	3,000	4,500
13	1,100	2,200	3,400	5,100
14	1,250	2,500	3,800	5,700
15	1,400	2,800	4,300	6,400
16	1,600	3,200	4,800	7,200
17	2,000	3,900	5,900	8,800
18	2,100	4,200	6,300	9,500
19	2,400	4,900	7,300	10,900
20	2,800	5,700	8,500	12,700

Encounter Exp Multipliers

Number of Enemies	Exp Multiplier for Party size of...		
	1-2	3-5	6-8
Single Enemy	× 1.5	—	× .5
Pair (2 Enemies)	× 2	× 1.5	—
Group (3-6 Enemies)	× 2.5	× 2	× 1.5
Gang (7-10 Enemies)	× 3	× 2.5	× 2
Mob (11-14 Enemies)	× 4	× 3	× 2.5
Horde (15+ Enemies)	× 5	× 4	× 3

Random Encounter Chances

Area	Roll 1d20...	Encounter on...	Examples
Dangerous overworld area	Once per hour of travel.	18-20(15%) or 19-20(10%)	Mordor, Underdark, Zombie-infested swamp
	Once per 20 minutes of Rest during the day.		
	Once at night.		
Uncivilized, unsettled, or unknown overworld area	Once during the day.	17-20(20%) or 18-20(15%)	Dothraki Sea, American Frontier
	Once at night.		
Well-traveled overworld area	Once a day-night Cycle.	20(5%)	A major highway/trade route
Structure or formation populated by hostiles	Once per 15 minutes of Rest or Idle.	17-20(20%) or 18-20(15%)	Enemy encampments, creatures' lairs

Size Categories & Hit Points

Size	Space	Hit Die(Avg. Hit Points/Die)	Examples
Tiny	2.5 by 2.5 ft.	d4(2.5)	Hawk, Imp, Rat, Sprite
Small	5 by 5 ft.	d6(3.5)	Giant Rat, Goblin, Kobold
Medium	5 by 5 ft.	d8(4.5)	Gnoll, Orc, Werewolf
Large	10 by 10 ft.	d10(5.5)	Chimera, Hippogriff, Ogre
Huge	15 by 15 ft.	d12(6.5)	Cyclops, Fire Giant, Treant
Gargantuan	20+ by 20+ ft.	d20(10.5)	Ancient Dragon, Kraken

Combat

Determine Surprise

Establish Positions

Roll Initiative

Take Turns

Begin the Next Round

1) The DM determines who is surprised as combat is starting by comparing the Stealth checks of anyone hiding with the Passive Perception score of each creature on the opposing side.

2) The DM works with the players to determine where each of their characters are, either by using their marching order or their stated positions in the area when combat began.

Then the DM determines where each of the opposing creatures are.

3) Players roll initiative by making a Dexterity check, adding any bonuses to initiative they might have.

The DM rolls initiative for the opposing creatures and may decide to make one roll for entire groups of identical creatures.

The initiative order is then arranged from highest to lowest. This becomes the turn order and persists through each round.

If a tie occurs between two players, they may decide who goes first; otherwise, the DM decides the outcome of the tie.

4) Each participant in the battle takes their turn in the order of initiative.

5) After everyone involved in the combat has had a turn, the round ends. Repeat Steps 4 & 5 until the combat is over.

Interactions

Draw or sheathe a weapon

Open or close a door

Withdraw an item from your pack

Pick up a dropped or unattended item

Hand an item to another player

Throw a lever or switch

Turn a key in a lock

Pull the hood of your cloak up

Your Turn

Movement

Combat is organized into a system of rounds and turns. A round represents about 6 seconds of in game time, during which each participant takes its own turn according to the initiative order. After every participant has had a turn a new round begins. Since a round represents a finite amount of time, several factors will limit how you interact with the environment and other participants. The following action types are limited to use during your turn unless stated otherwise; however, they can be performed in any order you choose.

Interaction

During your turn you can move a distance up to your speed. You can break up your movement, using a portion of your speed before or after other actions you take on your turn, including between attacks. Movement through difficult terrain is twice as difficult, costing you two feet of movement for every one.

Action

During your turn you can communicate freely within the game (within reason). You can also interact with one object or feature for free as part of your movement or action. Examples can be found below.

Bonus Action

Your Action represents a major part of your turn. You can only perform one Action per turn. The most common Action is the 'Attack' action, but there are a variety of other options detailed in the table below.

Reaction

Your Bonus Action allows you to use various class features, spells, and other abilities that specifically state that they may be activated using a Bonus Action. You can only perform one Bonus Action per turn.

Your Reaction is an action that is made in response to a trigger of some kind and as such it can be used when it is not your turn. Once you use your Reaction you cannot use it again until the start of your next turn. Opportunity Attacks are the most common type of Reaction and are made when an enemy leaves your reach. Various class features, spells, and other abilities can also be used as a Reaction.

Actions

Attack	Make a melee or ranged attack, adding your relevant ability modifier and proficiency bonus if applicable.
Cast a Spell	Cast a spell you are able to cast according to the rules of your spellcasting class. This spell must have a casting time of '1 action.'
Dash	You may move an extra distance this turn equal to your current speed after applying any modifiers.
Disengage	Your movement for the rest of your turn does no provoke attacks of opportunity.
Dodge	Until the start of your next turn and as long as your speed is not 0 and you are not Incapacitated, attacks made against you have disadvantage and you have advantage on Dexterity saving throws.
Escape Grapple	Make an Athletics or Acrobatics check contested by the grappler's Athletics check to escape a Grapple.
Grapple	The target of your Grapple must be no more than one size category larger than you and it must be within your Reach. When you take the Attack action you can forego one of your weapon attacks to try to Grapple your target. Make an Athletics check contested by the target's Athletics or Acrobatics check (their choice). If you succeed your target suffers from the Grappled condition.
Help	Your target gains advantage on the next ability check they make before the start of your next turn.
Hide	Make a Stealth check to attempt to become hidden.
Improvise	Take an action not described here, providing your DM allows it. E.g. Break down a door, intimidate foes.
Ready	Ready an Action for use later during the round. Decide what circumstances might trigger your action. When the trigger occurs you may choose to spend your Reaction after the trigger finishes to perform the readied Action or move a distance up to your speed (if you readied Dash). If you Ready a spell it requires Concentration until it is triggered.
Search	Depending on the nature of your search, make a Perception or Investigation check.
Shove	As Grapple, but if you succeed you instead may choose to either knock your target prone or push it 5 feet away from you.
Stabilize	Use a Healer's Kit or make a Medicine check with a DC of 10 to cause a dying creature to become Stable.