

CORE 5E KNOWLEDGE

USEFUL RULES AND INFORMATION FOR A SMOOTH SESSION



STRENGTH

- Athletics

DEXTERITY

- Acrobatics
- Sleight of Hand
- Stealth

CONSTITUTION

INTELLIGENCE

- Arcana
- History
- Investigation
- Nature
- Religion

WISDOM

- Animal Handling
- Insight
- Medicine
- Perception
- Survival

CHARISMA

- Deception
- Intimidation
- Performance
- Persuasion

COMMON ROLLS

Roll	Description
Advantage	Roll 2d20 - Take Highest
Disadvantage	Roll 2d20 - Take Lowest
Initiative	1d20 + DEX Mod
Melee Atk Roll	1d20 + STR Mod (+ Prof) (+ Bonuses)
Ranged Atk Roll	1d20 + DEX Mod (+ Prof) (+ Bonuses)
Melee Dmg Roll	Weapon Dmg + STR Mod (+ Bonuses)
Ranged Dmg Roll	Weapon Dmg + DEX Mod (+ Bonuses)

SPELLS

Roll	Description
Magical Attack	1d20 + Ability Mod + Prof
Spell Save DC	8 + Ability Mod + Prof (+ Situational Mod)

OTHER

Passive Perception	10 + All Wisdom Modifiers
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EXHAUSTION

Level	Effect
1	Disadvantage on Ability Checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum ½
5	Speed reduced to 0
6	Death

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

SURPRISE

If neither side tries to be stealthy, they automatically notice each other. Otherwise, the GM compares the DEX (Stealth) checks of anyone Hiding with the passive WIS (Perception) score of each creature on the opposing side.

Any character or monster that doesn't notice a threat is surprised at the start of the encounter.

If you're surprised: you can't move or take an action on your first turn of the combat, and you can't take a Reaction until that turn ends.

CONCENTRATION

Normal activities such as moving or attacking do **not** interfere with concentration. Concentration can be broken by:

- **Casting another spell that requires concentration.**
- **Taking damage.** Make a CON save (DC = 10 or half the damage you take, whichever number is higher). Make a separate save for each source of damage.
- **Being Incapacitated or killed.**
- **Startling environmental phenomena.** (e.g. being hit by a wave, very loud noise, blinding flash of light etc.): DC 10 CON save.

COVER

Cover	AC and DEX Save Bonus
1/2 cover	+ 2
3/4 cover	+ 5

In Total cover the target can't be targeted directly, but might still be reached by some AoE spells etc.

DEATH SAVES

When you drop to 0 hit points, you either die outright (Damage taken \geq Current Hit Points + Max Hit Points) or fall unconscious. This unconsciousness ends if you regain any hit points.

SAVES

At the start of each turn (at 0 hit points), roll 1d20 with a DC 10. You need 3 successes (to become stable) before 3 failures (death).

Rolling 1: Counts as 2 failures

Rolling 20: Regain 1 hit point (regain consciousness)

Regaining hit points: Become conscious. Stop saves

Damage at 0 hit points: Counts as 1 failure

Critical hit at 0 hit points: Counts as 2 failures

Damage > Max Hit Points: Instant death

STABILIZING A CREATURE

To stabilize: DC 10 Wisdom (Medicine) check

Stable: Stop death saves. Still at 0 hit points. Still unconscious. (Taking damage: start saves again)

TYPICAL DIFFICULTY CLASSES

Task Difficulty	DC
Very Easy	5
Easy	10
Medium	15
Hard	20
Very Hard	25
Nearly Impossible	30

LIGHT SOURCES

Source (Mundane)	Bright	Dim	Duration
Candle	5' r	+ 5' r	1 hour
Lamp	15' r	+ 30' r	6 hours
Lantern, bullseye	60' cone	+ 60' cone	6 hours
Lantern, hooded	30' r	+ 30' r	6 hours
Torch	20' r	+ 20' r	1 hour

Source (Magic)	Bright	Dim	Duration
Continual Flame	20' r	+ 20' r	Until dispelled
Dancing Lights	-	10' r	Up to 1 min
Faerie Fire	-	10' r	Up to 1 min
Flame Blade	10' r	+ 10' r	Up to 10 mins
Flaming Sphere	20' r	+ 20' r	Up to 1 min
Holy Aura	-	5' r	Up to 1 min
Light	20' r	+ 20' r	1 hour
Moonbeam	-	5' r cylinder	Up to 1 min
Prismatic Wall	100'	+ 100'	10 mins
Wall of Fire	60'	+ 60'	Up to 1 min

TRACKING

Ground Surface	DC
Soft surface, e.g. snow, mud	10
Dirt or Grass	15
Bare Stone	20
Each day since creature passed	+ 5
Creature left a trail, e.g. blood	- 5

CHARACTER ADVANCEMENT

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