

ADVENTURING BASICS

MOVEMENT

SPEED – Your SPEED score is the distance in feet you travel in 1 Round (6 seconds)

SPEED x10 = Number of feet traveled in 1 minute using a normal pace

SPEED / 10 = Number of miles traveled in 1 hour (x8 = miles traveled in one day)

A Fast Pace increases your Base SPEED by 10 but give a -5 penalty to Passive Perception checks

A Slow Pace decreases your Base SPEED by 10 and allows you to use stealth.

Forced March – Each hour beyond 8 of walking, ROLL Constitution Save vs DC 10 (+ 1 per hour over 8)

On Failed Save suffer one level of EXHAUSTION.

DIFFICULT TERRAIN / CLIMBING / SWIMMING / CRAWLING – All move at Half SPEED

RUNNING LONG JUMP = STR Score (in feet) / **RUNNING HIGH JUMP** = 3 + STR Modifier / Half if STANDING

ENVIRONMENT

LIGHT & VISION – UNOBSCURED (sunlight, torch light, fire light, mage light) has no adverse effects on vision

LIGHTLY OBSCURED – (dim light, twilight, fog, medium foliage) DISADVANTAGE on Perception checks

HEAVILY OBSCURED – (night, dungeons, thick fog or foliage) treat as BLINDED Condition

BLINDSIGHT – Unaffected by any light conditions

DARKVISION – Treat Dim Light as UNOBSCURED; Treat Darkness as LIGHTLY OBSCURED

TRUESIGHT – See in Darkness; Detect Invisible, Illusions & Shapechanged; See the Ethereal Plane

FALLING – PCs take 1d6 Damage for every 10 feet it fell, to a maximum of 20d6

SUFFOCATING – PC can hold his breath for a number of minutes equal to 1 + CONSTITUTION modifier

After this, PC survives a number of Rounds equal to CONSTITUTION modifier; PC drops to 0 hp & dying

FOOD & WATER – PCs need 1 pound of food per day; # days without food = 3 + CONSTITUTION modifier

Each day beyond this limit, the PC suffers one level of EXHAUSTION

PCs need 1 gallon of water per day; any less ROLL a DC 15 CONSTITUTION Saving Throw

Any Failed Save or any day without water, the PC suffer one level of EXHAUSTION

RESTING

SHORT REST – Period of downtime at least 1 hour long

PC can only eat, drink, read, rest, or tend wounds.

Spend one or more Hit Dice up to max Hit Dice to gain hit points.

For each HD spent ROLL appropriate dice (based on class) and

Add CON modifier. Regain that number of hit points.

Ex. A 4th level fighter with +1 CON spends 2 (of 4) HD

ROLL 1d10 + 1 twice, heal that many hit points.

LONG REST – Period of downtime at least 8 hours long

PC must sleep for 6 hours, with light activity for 2 hours.

If interrupted for 1 hour, must rest again to gain benefit

Regain all lost hit points and all spent spell slots

Regain lost Hit Dice up to ½ Max Hit Dice

PC can only benefit from 1 long rest per day

Ex. A 4th level fighter can regain up to 2 lost Hit Dice

EXHAUSTION

Various Hazards (hunger, freezing, forced march, etc.) can lead to the condition of exhaustion.

Exhaustion is measured in levels

Level Effect

1 Disadvantage Ability check

2 Speed is halved

3 Disadvantage Attack/Saves

4 Hit Point Max is halved

5 Speed reduced to 0

6 Death

Each level also suffers the effects of the lower level

A Long Rest reduces Exhaustion by 1 level if food & water is present

COMBAT BASICS

SURPRISE – ROLL D20 + Stealth modifier vs. Target's Passive Perception (10 + Perception modifier).
Subject must be sneaking or target is distracted. Surprised targets cannot act or react in first round

INITIATIVE – All ROLL D20 + Dexterity modifier. Ranked highest to lowest for order of battle.

ROUND – Equal to 6 seconds of combat. You can **move** a distance up to your SPEED and **take one action**
Movement can be before and/or after your action. You can also interact with one object per turn.

COMBAT ACTIONS

ATTACK – Make one melee or ranged attack. High level fighters & some spells allow multiple attacks

CAST A SPELL – Cast a prepared spell (Most spells have a casting time of 1 action)

DASH – Move an extra number of feet equal to your SPEED

DISENGAGE – Movement during this turn does not provoke opportunity attacks

DODGE – Actively avoid attacks. Attacks against you have disadvantage. DEX saves have advantage

HELP – Help another with a task. Helped person has advantage to perform task or on next attack

HIDE – Successfully hide on a passed Stealth check

READY – Prepare a reaction to an opponent's action

SEARCH – Attempt to find something. Based upon successful Perception or Investigation check

USE AN OBJECT – Use an item that requires concentration or interact with more than one object

ATTACK RULES

TO HIT ROLL – ROLL D20 + Ability modifier + Proficiency modifier (if app.) vs. Target's AC
Ability Modifier – STRENGTH – Most Melee, Thrown, Finesse weapons, and Unarmed
DEXTERITY – Range and Finesse weapons (Finesse uses STR or DEX)
INT / WIS / CHR – Targeted Spell (use appropriate spellcasting ability)

ADD Proficiency Modifier if proficient in weapon used or casting a spell

CRITICAL HIT – ROLL a natural 20, see chart

CRITICAL MISS – ROLL a natural 1, see chart

ADVANTAGE ROLLS – ROLL 2D20, use best roll

DISADVANTAGE ROLLS – ROLL 2D20, use worse roll

HIDDEN / INVISIBLE ATTACKERS – Advantage

HIDDEN / INVISIBLE TARGETS – Disadvantage

LONG RANGE ATTACKS – Disadvantage

CLOSE COMBAT RANGE ATTACK – Disadvantage

DUAL WEAPON ATTACKS – Using 2 light weapons, 1st attack – no penalty, 2nd attack – don't add ability mod.
GRAPPLING / SHOVING – ROLL Athletics (STR) check vs. Target's ROLL Athletics (STR) or Acrobatics (DEX)

DAMAGE ROLL – ROLL DMG dice + Ability Modifier (STR or DEX) (Spells do not add Ability Modifier)
Unarmed attack does 1 + STR modifier Damage

½ COVER – +2 AC & DEX saves **¾ COVER** – +5 AC & DEX saves **FULL COVER** – Only hit by area effect
DAMAGE RESISTANCE – Take Half Damage **DAMAGE VULNERABILITY** – Take Double Damage

COMBAT BASICS

DEATH & DYING

INSTANT DEATH – If any damage reduces you to 0 hit points and the remaining damage equals your Hit Point maximum, you die instantly.

UNCONSCIOUS – If any damage reduces you to 0 hit points and does not kill you, you fall unconscious. Unconsciousness ends if you regain any hit points.

DEATH SAVING THROWS – Every turn that begins at 0 hit points and you are not stable, you are dying. ROLL D20 with no modifiers. A roll of 10 or higher is a success. A roll of 9 or lower is a failure.

3 successes mean that the character is stabilized; unconscious with 0 hit points, but alive.
3 failures mean that the character is dead.

A natural 1 counts as two failures / A natural 20 heals the character 1 hit point.
Any damage received while at 0 hit points, counts as a death saving throw failure
Any critical hit counts as 2 failures. If damage exceeds the hit point max, the PC dies.

STABILIZING ANOTHER – If healing is unavailable, a player can stabilize an unconscious, dying PC. Using an action on your turn, ROLL a Medicine (WIS) check vs. a DC 10 to successfully stabilize.

A stable PC has 0 hit points and remains unconscious. A stable PC heals 1 hit point after 1d4 hours
Any damage taken while stable restarts the Death Saving Throw process.

COMBAT CONDITIONS

BLINDED – Attacks against have ADVANTAGE, Blind Attacks have DISADVANTAGE; Fail sight checks

CHARMED – Charmed creature can't attack charmer; charmer has ADVANTAGE against charmed

DEAFENED – Can't hear; FAIL any hearing ability checks

FRIGHTENED – DISADVANTAGE if source of fear is in sight; won't willingly move closer to it

GRAPPLED – Speed is 0; Ends if grappler is incapacitated or forced to separate

INCAPACITATED – Can not take any actions or reactions; Attacks against have ADVANTAGE

INVISIBLE - Attacks against have DISADVANTAGE, Invisible attackers have ADVANTAGE

PARALYZED – Incapacitated; FAIL all STR & DEX saving rolls; All hits within 5' are critical

PETRIFIED - Incapacitated; FAIL STR & DEX rolls; Poison/Disease immunity; Damage resistance

POISONED – DISADVANTAGE on Attack rolls and Ability checks

PRONE – Attacks against within 5' have ADVANTAGE; Attacking while prone has DISADVANTAGE

RESTRAINED – Speed is 0; Attacks against have ADVANTAGE; Attack & DEX roll DISADVANTAGE

STUNNED - Incapacitated; FAIL all STR & DEX saving rolls; Attacks against have ADVANTAGE

UNCONSCIOUS – Incapacitated & Prone; Auto FAIL all STR & DEX saving rolls;
Attacks against have ADVANTAGE; All hits within 5' are critical

CRITICAL HIT TABLE

(only on Natural 20)

	MAX DAMAGE		<u>NOTES</u>
01-05	" "	x2	
06-09	" "	+ *1	*1 ATTEMPT ANOTHER HIT
10-14	" "	+ *2	WITH SAME WEAPON
15-18			
19-40	DOUBLE DAMAGE		
41-47	" "	+ *1	*2 OPPONENT MUST ROLL
48-53	" "	+ *2	ON FUMBLE TABLE
54-59	" "	MAX DAMAGE	
60-64	TRIPLE DAMAGE		
65-68	" "	+ *1	
69-72	" "	+ *2	
73-76	" "	MAX DAMAGE	
77-79	QUADRUPLE DAMAGE		
80-81	" "	+ *1	
82-83	" "	+ *2	
84-85	" "	MAX DAMAGE	
86-89	REDUCES OPPONENT'S AC BY 1 UNTIL ARMOR IS HEALED/REPAIRED		
90-94	BLOOD OR DEBRIS BLINDS OPPONENT FOR 1D6 ROUNDS (IF APP.)		
95-96	SEVER AN APPENDANGE (IF APP.). MAX DAMAGE + 1D20		
97-99	OPPONENT IS STUNNED FOR 1D6 ROUNDS		
00	INSTANT DEATH (IF APP.)		

FUMBLE TABLE

(only on Natural 1)

01-09	DROP WEAPON AT FEET		
10-17	" " 10' AWAY		
18-23	" " 20' AWAY		
24-27	" " 30' AWAY		
28-37	YOU FALL DOWN (PRONE)		
38-45	" " AND DROP WEAPON AT FEET		
46-51	" " " " 10' AWAY		
52-55	" " " " 20' AWAY		
56-57	" " " " 30' AWAY		
58-62	STUMBLE, LOSE INITIATIVE NEXT ROUND		
63-68	STUMBLE, ALL ROLLS NEXT ROUND HAVE DISADVANTAGE		
69-73	STUMBLE, OPPONENT ATTEMPTS ANOTHER HIT THIS ROUND		
74-78	STUMBLE, YOU HIT YOURSELF FOR REGULAR DAMAGE		
79-84	STUMBLE, OPPONENT GET AUTOMATIC HIT ON NEXT ATTACK ROLL 1D20 TO SEE IF IT IS A CRITICAL HIT		
85-88	STUMBLE, OPPONENT GET AUTOMATIC HIT ON ALL ATTACKS NEXT ROUND ROLL 1D20 TO SEE IF THEY ARE CRITICAL HITS		
89-93	STUMBLE, LOSE NEXT ATTACK		
94-96	STUMBLE, LOSE REMAINING ATTACKS ON THIS AND NEXT ROUND		
97-98	STUMBLE, OPPONENT IMMEDIATELY HITS YOU ON CRITICAL HIT TABLE		
99	YOUR WEAPON BREAKS. IF NOT APPLICABLE, TREAT THIS ROLL AS A 98		
00	AUTOMATIC HIT ON CLOSEST ALLY WITHIN 10' OF YOU ROLL 1D20 TO SEE IF IT IS A CRITICAL HIT IF NOT APPLICABLE, TREAT THIS ROLL AS A 98		

- IT TAKES ONE HALF MOVEMENT SPEED TO GET UP
- IT TAKES ONE HALF MOVEMENT SPEED TO BEND DOWN AND PICK UP A WEAPON
- CRAWLING WHILE PRONE IS AT HALF MOVEMENT SPEED
- PRONE CHARACTERS ATTACK WITH DISADVANTAGE. OPPONENTS ATTACK W. ADVANTAGE