Actions

Attack On a critical hit, roll *all* damage dice twice (including additional damage like sneak attack), then add modifiers.

Dash Gain extra movement equal to your speed plus any modifiers

Disengage Move without provoking an attack of opportunity

Dodge Focus on avoiding attacks. Any attack roll made against you has disadvantage if you can see the attacker. You get advantage on Dex saving throws.

Grapple Using at least one free hand you try and grab a creature. You can drag or carry a grappled creature, but your speed is halved.

Str (Athletics) vs. Str (Athletics) or Dex (Acrobatics)

Escaping a grapple

Str (Athletics) or Dex (Acrobatics) vs. Str (Athletics)

Help Give another creature *advantage* on an ability check made before your turn. Alternatively, give *advantage* on an attack against a creature adjacent to you.

Hide Make a *Dex (Stealth)* check and attempt to hide.

Ready an action Prepare to take an action in response to a specific event. Decide on the action and the trigger event, and as soon as this occurs you can choose to act as a reaction.

Search Be specific about what you're doing *"I search around those doors for traps"*

Wis (Perception) or Int (Investigation)

Shove [replaces an attack] On success, the target is knocked prone or pushed 5ft away. You can attempt to shove the target aside instead, but the attacker has disadvantage.

Str (Athletics) vs. Str (Athletics) or Dex (Acrobatics)

Other activities You can communicate (briefly), and you can also interact with one object for free as part of your movement/action, for example you can open a door as part of your movement, or draw a weapon as part of an attack. Further interactions will require you to use an action.

Cover

Half cover	+2 to AC and Dex saves
	low wall, large furniture, narrow tree trunk, a creature
Three-quarter cover	+5 to AC and Dex saves
	porticullis, arrow slit, thick tree trunk
Total cover	Cannot be targeted directly by an attack or spell, although may be affected by AoE

Coinage

Coin	gp	
Copper (cp)	1/100	Common among labourers and beggars.
Silver (sp)	1/10	Prevalent among commoners. A labourer's daily wage.
Gold (gp)	1	Standard unit of wealth, although coin less commonly used
Electrum (ep)	1/2	Unusual, originate from fallen empires and kingdoms
Platinum (pp)	10	

Common weapons

Name	Cost	Damage	Properties
Simple Weapons			
Unarmed	—	1	Add Str modifier
Club	1sp	1d4	Light
Dagger	2gp	1d4	Finesse, light, thrown (20/60)
Spear	1gp	1d6	Thrown (20/60), versatile (1d8)
Quarterstaff	2sp	1d6	Versatile (1d6)
Light crossbow	25gp	1d8	Ammo (80/320), loading, two-handed
Shortbow	25gp	1d6	Ammo (80/320), two-handed
Martial Weapons			
Shortsword	10gp	1d6	Finesse, light
Longsword	15gp	1d8	Versatile (1d10)
Longbow	50gp	1d8	Ammo (150/600), heavy, two-handed

Ammunition Loading a one handed weapon requires a free hand. You can search and recover half of your expended ammunition.

Light Can be used for two handed fighting

Loading This weapon takes time to load, and thus can only make one attack on your turn.

Range Normal/Max. Attacks beyond normal range are made at disadvantage.

Reach Your reach is increased by 5ft

Thrown When thrown use the same ability modifier as a melee attack (e.g. a thown axe uses strength)

Versatile This weapon can do more damage if used two-handed.

Death

When reduced to 0 hp, a creature is unconscious and unstable, and must start making death saving throws.

Massive damage If the remaining damage after reducing a creature to 0 hp exceeds its maximum hit points, the creature dies immediately.

When you start your turn unstable at 0 hp, you must make a death saving throw (DC10, no modifier) After 3 successes you become stable, after 3 failures you die.

Rolling a 1 or 20 Rolling a 1 counts as two failures. If you roll a 20, you immediately regain 1 hp and are conscious.

Damage at 0 hp If you take damage at 0 hp, you suffer a death saving throw failure. A critical hit counts as two failures.

Stabilising

You can make a *DC 10 Wisdom (Medicine)* to administer first aid to an unstable creature as an action. On a success the creature becomes stable, but unconscious. It no longer makes death saving throws, but if it suffers any damage it will become unstable again.

Without healing, a stable creature regains 1 hp after 1d4 hours

Potion of healing Instantly restores 2d4 + 2 hit points.

Resting

Short rest At least one hour. After resting a character can expend hit dice to regain hit points. Roll hit dice, add con modifier.

Long rest At least eight hours. After resting, a character replenishes all hit points, and regains half of their total hit dice (round down), but at least one. A character can only benefit from one long rest per day.