

# D&D PLAYER REFERENCE

(A) Advantage | DisAdvantage (D)

## MOVEMENT

## ACTIONS

## ATTACKS

## CONDITIONS

**Blinded:** Fail any sight checks; on attacks; Foes have on attacks

**Charmed:** I cannot harm charmer & they have on ability checks involving any interaction w/me.

**Deafened:** Fail checks involving hearing.

**Frightened:** on checks & attacks while source of fear w/i eyesight & cannot willingly move closer it.

**Grappled:** Speed drops to 0, regardless. Ends if grappler is incapacitated or I'm moved out of reach.

**Invisible:** Cannot be seen normally, but still make noise & tracks. on attacks; foes has on attacks.

**Poisoned:** on attack and ability rolls.

**Prone:** Crawl or stand (1/2 speed). on attacks. Foes have attack w/i 5 feet; outside that.

**Restrained:** Speed drops to 0. on DEX saves & all attacks. Foes get attack .

**Suffocating:** Can hold breath for 1 + CON *modifier*

## INJURIES

**Incapacitated:** Cannot take action nor reax.

**Stunned:** *Incapacitated* & can't move.  
Fail **STR** & **DEX** saving throws.  
Foes have attack .

**Petrified:** *Stunned* & cannot speak.  
Unaware of surroundings. Weigh 10x.  
Gain resistance to all damage.  
Aging, poison & disease suspended.

**Paralyzed:** *Stunned* & cannot speak.  
Unaware of surroundings & foes crit w/i 5'.

**Knocked Out:** Melee attacker may choose to render foe *Unconscious* or *Dead* upon reducing to 0 HP.

**Unconscious:** *Paralyzed*.  
Become prone and drop everything.

**Instant Death:** Health drops to -max HP.

## DAMAGES

**Acid:** Corrosive mix **Necrotic:** Mortal curse

**Bludgeon:** Blunt force **Pierce:** Puncturing

**Cold:** Ice/magical chill **Poison:** Toxins & venom

**Fire:** Intense heat **Psychic:** Mental anguish

**Force:** Magical wallop **Radiant:** Divine light

**Thunder:** Concussive impact

**Vulnerable:** Suffer **2x** damage

**Resistant:** Suffer **half** damage

**Immune:** Suffer **no** damage

melee.

**MARK** (*w/melee*): on next opportunity attack vs marked target (before next turn). Does not cost Reaction

**OFF-HAND** (*bonus action*): If made a melee attack w/*light* weapon in one hand, then can make a 2nd attack w/*light* melee in other hand (has to be a different weapon). Off-hand attack doesn't add positive modifier to damage roll.

**GRAPPLE:** With a free hand, grapple foe up to 1 size larger, *Athletics* vs foe's *Ath/Acro*.

**DISARM:** Knock item from foe's grasp; attack roll vs foe's *Ath/Acro*. if item two-handed. Foe has if larger, if smaller.

**SHOVE:** Move foe 5' or knock prone, opposing *Athletics* check. if shoving anywhere except directly away.

**RANGED:** Normal attack up to 1st range number. if target w/i melee or up to 2nd range number

**CAST:** a spell.

**IMPROVISE:** Do 1d4 damage, range 20/60.

**(UN)MOUNT:** Once during your turn, you may mount a creature that w/i 5 feet, or dismount. Doing so costs half turn's movement.

If knocked prone or an effect unwillingly moves mount, DC 10 **DEX** save or fall off, landing prone.

If mount is knocked prone, use **Back** to dismount  
**CONTROL MOUNT:** May either control mount (if INT < 6) or allow it to act independently.

A controlled mount may only **Dash**, **Disengage**, or **Dodge**. It may move & act on turn that you mount it.

An independent mount has no restrictions on how it may act in combat, but it moves & acts as it chooses.

If a mount provokes an **Opportunity Attack** while Mounted, the attacker can target you or the mount.

Attacks against an unseen target are made at  
Attacking a target that cannot see me grants

## ABILITIES

0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	5.5	6.0	6.5	7.0	7.5	8.0	8.5	9.0	9.5	10.0	10.6
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