

D&D PLAYER REFERENCE

MOVEMENT ACTIONS ATTACKS

Move (Cost: 1) Can split btw actions. Moving thru a hostile's space is difficult if w/i 1 size. Can switch (e.g. flying to walking) by subtracting the distance already moved from the new speed.

Difficult Terrain (Cost: 2) +5 feet per 5 feet

Climb/Swim/Crawl (Cost: 2) May need an *Athletics* check if deemed difficult.

Long/High Jump (Cost: 1) Can jump **STR** score in feet forward, or (3+**STR** *modifier*) upward. Requires moving at least 10' before or jump is halved. Can extend arms ½ height above head.

Drop prone/Stand up: Free to drop *Prone*, standing up costs ½ movement.

Overrun/Tumble (Cost: Act/BA) Move thru hostile space once by winning opposing *Athletics* (___ if larger, ___ if smaller) or *Acrobatics* check.

Falling: 1d6 bludgeoning per 10' fallen, max 20d. End up *Prone* if any damage taken.

PACE	MINUTE	HOUR	DAY	EFFECT
Fast	400 feet	4 miles	30 mi	-5 passive <i>Perception</i>
Normal	300 feet	3 miles	24 mi	--- N / A ---
Slow	200 feet	2 miles	18 mi	Move w/ <i>Stealth</i>
TRAVEL PACE				(phb 182)

FORCED MARCH: **CON** save (DC 2 + hours) to march > 8/day. Add +1 *Exhaustion* on failed save.
SHORT: ~30min. Hit die --> HP.
LONG REST: 8 hours, max 1/day. Regain all spell slots, all hit die, & regain -1 level *Exhaustion*.

REST

FOOD (1lb / day): Can go w/o food for 3 + **CON** *modifier* consecutive days. After which, +1 *Exhaustion*.

WATER (1gal / day): Attempt DC 15 **CON** save to consume only 1/2g but if drinking less than that -- or fail save -- then +1 *Exhaustion* if rested, else +2

Lightly Obscured/Dim Light: ___ on visual *Perception* checks
Heavily Obscured/Darkness: Effectively *Blinded*
DarkVision: Treat dim light as bright but in greyscale
BlindSight: Can perceive without sight
TrueSight: Perceive everything regardless of shape-changing, (magical) darkness, invisibility, illusions, or etherealness

LIGHT & VISION

HALF 3/4
+2 +5

AC & DEX saves

TOTAL
Prevents direct targeting by attack or spell

COVER (phb 196)

Dash: Get to double the amount of movement for this turn.

Disengage: Moving doesn't provoke opportunity attack for rest of turn.

Dodge: ___ on **DEX** saves if able to move. Visible foes have ___ on attack rolls.

Equip: One interaction/turn for free, but a 2nd or special case requires an Action; ex: drawing weapon/shield, drink potion, get item from backpack, etc.

Escape: Beat grapple by winning an *Ath/Acro* check vs foe's *Athletics*.

Help: Give an ally ___ on next ability or attack vs foes w/i 5' of me, if before my next turn.

Hide: Evade foes that can't perceive me. DC: *Stealth*

Ready: Choose action to take in response to a trigger, becoming my Reax. Readyng a spell req. concentration

Search: Look. Look around you. Probably *Perception* or *Investigation*.

Stabilize: administer first aid by making a DC 10 *Medicine* check. A stable creature has 0 hit points & remains *Unconscious*, unless it takes more damage.

ABILITIES

STR: ability to apply force to your environment. Muscle.

DEX: gross & fine motor skills. Agility. Evasiveness.

CON: ability to overcome harm & debility. Stamina.

INT: ability to recall & analyze information. Intellect.

WIS: awareness of one's own surroundings. Insight.

CHA: influence over others & your own state of mind. Authority.

CONDITIONS

Blinded: Fail sight checks; ___ on attacks; ___ for foes

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 have ___

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 *mod* min. Then survive CON *mod* rounds until *Unconscious*.

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

Lightning: Electricity **Slashing:** Cutting

Thunder: Concussive impact

Vulnerable: Suffer 2x damage

Resistant: Suffer ½ damage

Immune: Suffer **no** damage

MELEE: Normal attack on foe w/i 5'. If weapon has *thrown* property, it may be done as part of melee.

MARK (*w/melee*): Before next turn, opportunity attack vs mark doesn't cost Reax and has ___

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. Obviously.

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 Reax to dismount as it falls and land on your feet. Otherwise, are Dismounted and fall *Prone*.

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 ___