

# D&D PLAYER REFERENCE

## MOVEMENT

**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)

## ACTIONS ATTACKS

**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.

**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 \_\_\_

## 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