5th Edition Rules Summary

THREE MAIN ROLLS

ATTACK ROLL: d20 + ability modifier + weapon or magic proficiency + situational modifiers. If the total of your roll plus modifiers equals or exceeds the target's Armor Class (AC), the attack hits.

CHECKS: d20 + ability modifier + circumstantial Modifiers.

SAVING THROWS: d20 + ability modifier + proficiency modifier (when applicable).

SKILLS

18 Skills by Ability Type

Strength
Athletics

Dexterity
Acrobatics
Sleight of Hand
Stealth

Intelligence
Arcana
History
Investigation
Nature
Religion

Wisdom
Animal Handling
Insight
Medicine
Perception
Survival

Charisma
Deception
Intimidation
Performance
Persuasion

WIS is used for awareness and senses (e.g. Tarzan). INT is used for deductive investigation and interpretation (e.g. Sherlock Holmes).

KEY MECHANICS

DIS/ADVANTAGE: For Advantage, roll 2d20, take better roll. For Disadvantage, take worse.

FRACTIONS: Round all fractions down.

INSPIRATION: The DM may award a player an inspiration bonus when they role-play their character, as defined by its personality traits, ideals, bonds and flaws. Inspiration which grants advantage to one roll. You can never have more than one Inspiration. Players can give their Inspiration to others.

GROUP CHECKS: Everyone attempting the same action rolls. If at least half the group beats the DC, the effort succeeds.

PASSIVE CHECKS: 10 + Modifiers + Advantage (+5) or Disadvantage (-5).

CONTESTS: Both parties to the contest roll as normal, but success is compared to the opposing party's roll rather than a DC number. If there is a tie, the situation remains unchanged (e.g., one attempting to force open a door, and the other attempting to force it open), or neither party succeed (both attempting to grab the same item).

FREE ACTIONS: Drawing a sword, pulling out a potion, etc. don't require an action.

REACTIONS: Take max one reaction per round; you can't take another one until the start of your next turn.

COMBAT

Time

COMBAT ROUND: 6 seconds

Effects & Spell Effects

When an effect (e.g. spell) lasts for a round, it lasts from current turn to same turn next round.

Surprise

DM determines who might be surprised. A creature can be surprised even if its allies aren't. Surprised creatures cannot move or take other actions until after their first turn in the battle.

Initiative

d20 + Dex Mod, **TIES** resolved by DM (if between players and monsters, or between monsters), by players (if tie is between players).

Cover Rules

1/2 COVER: +2 AC, +2 Dex ST
3/4 COVER: +5 AC, +5 Dex ST.
FULL COVER: Can't be targeted directly.

Special Attack Rules

RANGED ATTACKS: Can target something outside attack's range. 1st number is normal range, 2nd is long range — you roll with disadvantage at long range.

RANGED ATTACKS IN MELEE: When hostile creature is within 5 feet you get disadvantage on attack roll.

TWO WEAPON FIGHTING: If attacking with a light melee weapon that one hand, use a bonus action to attack with a different light melee weapon that in the other hand. Ability modifiers are not added to the damage of the bonus attack, unless that modifier is negative. If either weapon has the thrown property, it may be thrown instead of making a melee attack.

GROUP DAMAGE ROLLS: If spell of effect deals damage to more than one target at same time, roll damage once for all targets.

IMPROVISED WEAPONS: Do 1d4 damage.

NONLETHAL DAMAGE: PC declares they're dealing nonlethal damage. Deal damage as normal, if reduce target to 0 HP or fewer, target simply has 0 HP and falls unconscious.

CRITICAL HITS/FAILURES: Natural 1 = Auto Fail, 20 = Roll all of the attack's damage dice twice and add them together. Then add any relevant modifiers as normal. Spells with attack rolls can also have a critical hit or failure.

RESISTANCE: If target has resistance to that type of damage, damage **halved**.

VULNERABILITY: If target has vulnerability to that type of damage, damage **doubled.**

Actions in Combat

ATTACK: Using attack rules.

CAST A SPELL: Using magic rules.

DASH: Move your speed as an action in addition to your normal move.

DISENGAGE: Disengage as your action and your movement doesn't provoke an opportunity attack.

DODGE: Imposes disadvantage on attackers, advantage on DEX saves.

HELP: Helped creature (within 5 feet if attacking) gets advantage.

HIDE: To hide, DEX (Stealth) check, opposed by passive WIS check of creature who might notice you, or active WIS check of creature actively searching for you. Attack while hiding gives advantage, usually reveals position.

READY: Sacrifice current action to have an automatic reaction to a specified triggering event.

SEARCH: Make a WIS (Perception) check or an INT (Investigation) check.

USE AN OBJECT: Objects which require special interaction such as a potion.

Movement

BREAKING UP MOVEMENT: You can break up movement (e.g. PC with speed 30' can move 10', attack, then move another 20').

MOVING PAST FRIENDS AND FOES: You can move through friends. You can move through hostile creature's space only if the creature is at least two sizes larger or smaller than you (creature's space treated as difficult terrain). Moving beyond foe's reach provokes opportunity attack unless disengaging.

DIFFICULT TERRAIN: Traversing difficult terrain increases movement cost by 1 foot per each foot moved. If no other movement penalties apply, this halves movement speed. If other conditions apply, the effects are cumulative, e.g., crawling through difficult terrain uses 3 feet of movement per each 1 foot of distance traversed.

FALLING: Take 1d6 bludgeoning damage per 10 feet fallen, max 20d6. Land prone unless damage is avoided.

PRONE: Dropping prone is a free action. Standing from prone costs half movement speed.

MOVEMENT WHILE PRONE: Crawling costs an extra feet of speed per foot moved (1 foot movement costs 2 feet). Crawling through difficult terrain costs an additional foot of speed (1 foot movement costs 3 feet).

SQUEEZING: A creature or player can move through spaces one size class lower, but may only move up to half their speed and suffer disadvantage on attack rolls and Dexterity saves. Attacks against a squeezed entity have advantage.

Grappling

Use an Attack action to grapple. The target of your grapple must be no more than one size larger than you, and it must be within your reach. Using at least one free hand, seize the target by making a STR (Athletics) check contested by the target's STR (Athletics) or DEX (Acrobatics) check (chosen by the target). If you succeed, you subject the target to the grappled condition.. You can release the target whenever you like (no action required).

ESCAPING A GRAPPLE. A grappled creature can use its action to escape. By succeeding on a STR (Athletics) or DEX (Acrobatics) check contested by your STR (Athletics) check.

MOVING A GRAPPLED CREATURE. When you move, you can drag or carry the grappled creature, but your speed is halved unless the creature is two or more sizes smaller than you.

Shoving

SHOVING A CREATURE: Special melee attack to shove a creature which either knocks it prone or pushs it away. The target must be no more than one size larger and it must be within your reach. You make a STR (Athletics) check contested by the target's STR(Athletics) or DEX (Acrobatics) check (the target chooses the ability to use). If you win the contest, you either knock the target prone or push it 5 feet away from you.

Weapon Rules

ARMOR PROFICIENCY: Wearing armor without proficiency prevents spellcasting, and results in disadvantage on ability checks, saving throws, and attack rolls that use STR or DEX.

ARMOR REQUIREMENTS: Heavy armors have a strength requirement, which if not met, results in a 10 foot speed penalty.

FINESSE WEAPONS: Choose either STR or DEX for the attack and damage rolls. Must use the same stat for both rolls.

WEAPONS WITH REACH PROPERTY: Add 5 feet to character's melee attack range.

WEAPONS WITH THROWN PROPERTY: May use these for melee or ranged attacks. Both ranged and melee use same abilities.

WEAPONS WITH VERSATILE PROPERTY: Can be used one or two-handed. The number in parentheses indicates two-handed attack damage.

SILVERING A WEAPON: Costs 100gp per weapon or 10 pieces of ammunition. Provides bonus damage to creatures with resistance to or immunity from non-magic weapons.

RECOVERING AMMUNITION: After battles, you can recover ½ of your expended ammunition.

MAGIC

SPELL SAVE DC: DC to resist a spell is 8 + magic ability mod + proficiency bonus.

SPELL ATTACK MODIFIER: Proficiency Bonus + Ability Modifier.

SPELLCASTING IN ARMOR: Requires proficiency in that armor. Wearing armor without proficiency prevents spellcasting.

CONCENTRATION: Taking damage while casting a spell forces a CON saving throw of the higher of DC 10 or half the damage received. Failing the save interrupts the spell. Normal movement and attacking does not interfere with concentration. Casting another spell which requires concentration, being incapacitated, or being killed breaks concentration.

STACKING: Spell effects stack except same spell cast multiple times (which takes highest bonus).

RITUALS: Advantage is id doesn't consume a spell slot, but it takes longer and consumes magical components.

SPELL COMPONENTS: Typically, spells require mystic words (verbal component) and intricate hand motions with at least one hand (somatic components).

COPYING A SPELL INTO A SPELLBOOK: When you find a wizard spell of 1st level or higher, a wizard can add it to their spellbook if it is of a level for which they have spell slots and if they can spare the time to decipher and copy it.

HEALING & DEATH

Hit Points

At less than half HP, show signs of wear (cuts and bruises).

INSTANT DEATH: If reduced to 0 HP and damage remains, you die if remaining damage >= your HP maximum.

0 HP: If damage reduces you to 0 HP but fails to kill you, you fall unconscious and must make Death Saving Throws.

DAMAGE AT 0 HIT POINTS: Each time a creature with 0 hit points takes damage, it suffers a death roll failure and is no longer stable. If the damage equals the creature's hit point maximum, it dies.

DEATH ROLLS: Roll a d20. If roll is 10 or higher, you succeed. Otherwise, you fail. On your third success, you become stable (see below). On your third failure, you die. On a natural 1, saving throw counts as 2 failures. On a natural 20, regain 1 hit point.

Healing

FIRST AID: DC 10 Wisdom (Medicine) check to use first aid to stabilize without healers kit.

MEDICINE SKILL: A dying creature or player can be stabilized with a DC 10 medicine check. [P76]

STABILIZED: If stabilized, creature is unconscious but no longer makes death saving throws. If not healed, will remain unconscious until regain 1 HP after 1d4 hours have passed (at which point you regain 1 HP).

STABILIZING A CREATURE: You can use your action to administer first aid to an unconscious creature and attempt to stabilize it, which requires a successful DC 10 Wisdom (Medicine) check.

SPENDING HD WHILE STABILIZED: Not in the rules but clarified by the designers: a stabilized PC (i.e. at 0 hp) can spend HD (if he has any remaining) after a 1 hour short rest even though the PC will regain 1HP after 1d4 hours.

HEALERS KIT: Has 10 uses. You can expend one use of the kit, as an action, to stabilize a creature that has 0 hit points without doing a Wisdom (Medicine) check.

HEALING: While HP < 0, healing first brings HP to 0, then adds HP as normal (e.g. you're at -5 HP, cure light wounds grants 8 HP, you now have 8 HP).

RESTING

SHORT REST (1+ Hours): With a short rest (1+ hour), spend 1 or more HD, roll die, add Con modifier. After the roll, you can optionally spend more HD, up to your max HD. Regain HP equal to total. Once HD spent, long rest required to regain them.

LONG REST (8 Hours) : Around 8 hours, no more than 2 hours on watch. Need at least 1 HP to take long rest. Only once per 24 hours. At end of rest, regain all hit points and half of your maximum number of Hit Dice.

Not in rules but clarified by the designers:
Elves cannot use their Trance to get the benefit of long rest in 4 hours instead of 8; they still need 8 hours rest (they simply spend only 4 of it zonked out.).

At 1st level, if you take a long rest, you regain 1 HD back (despite rounding down of .5 = 0).

CONDITIONS

BLINDED: Character automatically fails any ability requiring sight. Attack rolls against creature have advantage. Creature has disadvantage attacking.

CHARMED: Can't attack or target charmer. Charmer has advantage on any social interaction with target.

DEAFENED: Character automatically fails all ability checks requiring sound.

FRIGHTENED: Disadvantage on attacks while source of fear is visible. Target can't willingly move closer to source of fear.

GRAPPLED: Speed=0, regardless of bonuses. Condition ends when grappler is incapacitated, or when an effect removes grappler from reach.

INCAPACITATED: Can't take actions, or reactions.

INVISIBLE: Can't be seen without special sense or aid of magic. Is considered heavily obscured when hiding. Attacks against have disadvantage, attack rolls have advantage.

PARALYZED: Creature is Incapacitated, and can't move or speak. Auto fail ST and Dex saving throws. Attacks against have advantage. Any attacks from within 5' automatically crit on a hit.

PETRIFIED: Target is transformed (along with all non-magic objects carried or worn) into a solid, inanimate substance. Target is Incapacitated, can't move or speak, and is unaware of its surroundings. Attacks against have advantage. Character automatically fails STR and DEX saves. Resistance to all damage. Immune to poison and disease (current afflictions are suspended).

POISONED: Disadvantage on attack rolls, and ability checks.

PRONE: Only movement option is crawl. Disadvantage on attack rolls. Attacks against within 5' have advantage.

RESTRAINED: Speed=0, regardless of bonuses. Attacks against have advantage, targets attacks have disadvantage. Disadvantage on DEX saves.

STUNNED: Target is incapacitated, can't move, and can only speak falteringly. Auto fail ST and DEX saves. Attacks against have advantage

UNCONSCIOUS: Target is Incapacitated, can't move, speak, and is unaware of its surroundings. Drops everything, and falls Prone. Auto fail ST and DEX saves. Attacks against have advantage. Any attacks within 5' automatically crit on a hit.

5th Edition GM Reference

CHARACTER STATS

ARMOR CLASS: If you aren't wearing armor, AC =10 + DEX modifier. Otherwise, AC = numbers given for your armor and/or shield. Shield = +2 AC.

ABILITY SCORES BONUS: (Ability -10)/2, round down).

PROFICIENCY SKILL BONUS: Characters need not be proficient in a skill to attempt tasks (or make checks) associated with a skill. Proficiency allows a character to add a proficiency bonus to a check relevant to that skill.

MONEY

Standard Exchange Rates

COIN	CP	SP	EP	GP	PP
Copper (cp)	1	1/10	1/50	1/100	1/1,000
Silver (sp)	10	1	1/5	1/10	1/100
Electrum (ep)	50	5	1	1/2	1/20
Gold (gp)	100	10	2	1	1/10
Platinum (pp)	1,000	100	50	10	1

SELLING LOOT: Equipment in good condition generally sells for half value. Monster weapons and armor is rarely in good enough condition to sell. Gems, jewelry and art, as well as trade goods, sell for full value. Magic items vary by type; the more wondrous, the less readily a buyer can be found.

LIGHT

In dim light and other lightly obscured areas, creatures have disadvantage on WIS (Perception) checks that rely on sight.

Situations

LIGHTLY OBSCURED (dim light, moderate foliage): Disadvantage on Wis checks requiring sight.

HEAVILY OBSCURED (dense foliage, darkness): Blinded.

Light

SOURCE	BRIGHT LIGHT	DIM LIGHT
Lantern, bullseye	60 foot cone	additional 60'
Lantern, hooded	30 foot radius	additional 30'
Torch or Light	spell 20' radius	additional 20'

Vision Abilities

BLINDSIGHT: Perceive surroundings without relying on sight.

DARKVISION: See in darkness as if the darkness were dim light, cannot see colors.

TRUESIGHT: See in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, perceive original form of shapechanger or creature transformed by magic, and see into the Ethereal Plane.

DCs

DC Shortcut: "Is it easy, medium or hard?" = 10, 15 and 20. Add +5's up to 30 if need be.

DIFFICULTY	DC
Very Easy	(DC 5)
Easy	(DC 10)
Medium	(DC 15)
Hard	(DC 20)
Very Hard	(DC 25)
Nearly Impossible	(DC 30)

FALLING

Take 1d6 bludgeoning damage per 10 feet fallen, max 20d6. Land prone unless damage is avoided.

SUFFOCATING

Creature can hold breath equal to minutes = 1 + CON modifier (minimum 30 seconds). At start of next turn after this time elapsed, drop to 0 HP and dying.

EXHAUSTION

Exhaustion

LVL	EFFECT
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls & STs
4	HP max halved
5	Speed reduced to 0
6	Death

Finishing a long rest reduces exhaustion by 1, assuming ingested food and drink.

TRAVEL TIMES

Party takes 10 hours to travel 24 miles a day (additional 8 hours for rest and 6 hours to make/break camp, prepare meals, forage, and hunt as time permits). Difficult terrain halves your speed.

Travel Pace

PACE	HOUR	DAY	EFFECT
Fast	4 miles	30 miles	-5 passive WIS (perc.)
Normal	3 miles	24 miles	—
Slow	2 miles	18 miles	Able to use stealth

MAGIC ITEMS

IDENTIFYING MAGIC ITEMS: Handling an item will give you a sense that it is extraordinary. Identify spell reveals its properties. With a short rest with concentration and physical contact, at end of rest character learns its properties.

POTIONS: A little taste will tell taster its properties.

ATTUNING: Some magic items require user to attune to them before properties can be used. Requires an uninterrupted short rest with concentration (subsequent to short rest to ID it), in the form or prayers, weapon practice or meditation. Item can be attuned to only one character at a time, and you can attune to no more than three different items.

Attunement ends after items has been 100+ feet away for 24+ hours, or when you die, or you can voluntarily end attunement with an additional short rest.

COPYING SPELL SCROLLS: Copying a spell scroll into a Wizard's spellbook will consume the scroll (not in rules; clarified by game designers).

TRAPS

Determine the DC's to 1) notice (WIS), 2) search and find (INT) and 3) disable the trap (DEX). List any Saving Throws to defend against damage or entrapment. Successful saves often give half damage, failed saves full damage. When attempting to disarm a trap, a bungled check often causes the trap to trigger.

DCs to Disarm Traps

DC	ACTION
DC 10	Keep triggered pit trap from opening
DC 15	Keep scything blade trap from triggering
DC 20	Prevent springing of poison needle trap
DC 25	Disarm an intricate trap
DC 30	Disarm a magic trap

Example Traps

BRONZE BELL ALARM TRAP (DC 15 Wisdom check to notice, DC 10 Intelligence check to search and find, three successive DC 10 Dexterity checks to disable) Disabling allows character to cut the lines to the bronze bells. Jumping over trigger requires DC 15 DEX check to sneak as part of the jump.

FALLING CEILING TRAP (DC 15 Intelligence check to locate and a DC 15 DEX check to disable) A creature that enters trapped area triggers it. Any in area when the trap is triggered must make a DC 11 DEX saving throw against falling debris and take 9 (1d10 + 4) bludgeoning damage on a failed save, half damage on a successful one. When the trap is triggered, it is destroyed and area becomes difficult terrain due to rubble.