

Adventuring

Speed

Each player has a speed, the distance in feet that the character can walk in 1 round.

Movement

Climbing / Swimming / crawling

- Costs double movement
- May require a Strength[Athletics] check

Difficult terrain

- Costs double Movement

Being prone

- You can drop prone without using speed
- Standing up costs half your speed
- To move while prone, you must crawl

Jumping

- How far you can jump is determined by your Strength
- Can use a Strength[Athletics] check to jump higher than you normally can

Land in difficult terrain:

DC 10 Dexterity[Athletics] [check](#) or land prone

Moving around other creatures

You can never end your movement on the same space as an enemy or a friend.

Nonhostile => move freely
Hostile => **only** if creature is **2** times larger / smaller than you

If you leave a hostile creature's reach during your move, you provoke an opportunity attack.

Falling

1d6 bludgeoning damage **for every 10** feet **it** fell, **to** a maximum **of 20d6**.

Suffocating

Minutes of held breath => **1** + **Constitution** modifier (min **30** seconds)
Survive for => **Constitution** modifier (min **1**) rounds **when** this runs out
Then => **Dying** & **0** hit points until it can breathe

Vision

Lightly obscured

- Light fog / dim light / moderate foliage
- Disadvantage on Wisdom[Perception] checks that involve sight

Heavily obscured

- Darkness / heavy fog / dense foliage
- Character suffers the blinded condition

Resting

Short Rest

- A period of downtime at least 1 hour long.
- Can be used to heal and tend wounds.

Character **max** hit die = **character** level
Choose **number** of hit die **to** use up **to** maximum
Roll **each** hit die **and** **add** Constitution modifier **to** result
Add this **to** hit points

Long Rest

- A period of downtime at least 8 hours long, with 6 hours sleep and 2 hours light activity.
- If this is broken by 1 hour+ of strenuous activity, the rest is not complete and must be restarted later.
- Cannot have a long rest more than once in a 24 hour period.

Benefits

- Regain all hit points (must have at least 1 hp)
- Regain hit dice up to half your maximum value