

Actions in Combat

Attack	Make a melee or ranged attack.
Cast Spell	Cast a spell with 1 action casting time.
Dash	Double movement of your current speed.
Disengage	Your movement does not provoke opportunity attack for rest of your turn.
Dodge	Attacks against you are at Disadvantage until start of your next turn. You get Advantage on DEX saves. Ends if incapacitated.
Help	Creature you aid gets Advantage on ability checks or attacks against a creature within 5-feet of <u>you</u> .
Hide	STEALTH check versus PERCEPTION of creature. On success, you are an Unseen Attacker w/Advantage.
Ready Action	Prepare a Reaction for a scenario, which you can take later in the round.
Search	PERCEPTION or INVESTIGATE ability check to find something.
Use Object	Use an object that requires an action for its use.

Melee Attacks

Opportunity Attacks	Hostile creature you see leaves your reach. Need unused Reaction to make attack. Interrupts the creature's movement. Disengage, Teleport, or Forced Movement prevents OA.
Two-Weapon Fighting	Use two light one-hand melee weapons. Attack with one melee weapon; use Bonus Action to use other weapon. Do not add damage mods to second attack (unless mod is negative). If either light melee weapon has the thrown property, you can throw the weapon instead of making a melee attack with it.
Grappling	Max size is one size larger and within reach. ATHLETICS vs Defender's ATHLETICS or ACROBATICS. If Attacker has multiple attacks, this takes one. Success – Defender Grappled, Speed is 0; Attacker speed is halved unless Defender is 2 sizes smaller. Escape – Escapee's ATHLETICS or ACROBATICS vs Grappler's ATHLETICS.
Shoving	Max size is one size larger and within reach. ATHLETICS vs Defender's ATHLETICS or ACROBATICS. If Attacker's have multiple attacks, this replaces one of them. Success – Defender is knocked prone or pushed 5 feet away from Attacker.

Ranged Attacks

Close Combat	You have Disadvantage if you are within 5 feet of hostile creature who can see you and is not incapacitated.
Long Range	Long range attacks are at Disadvantage

Conditions

Blinded	Cannot see and fails any ability check that requires sight. Attacks vs creature has Advantage. Creature's attacks have Disadvantage.
Charmed	Cannot attack the Charmer or target the Charmer with harmful abilities or magical effects. Charmer has Advantage on any ability check to interact socially with the Charmed.
Deafened	Cannot hear and auto fails any ability check that requires hearing.
Frightened	Disadvantage on ability checks and attack rolls while the source of its fear is in line-of-sight. Cannot willingly move closer to source of fear.
Grappled	Speed is 0 and cannot benefit from any bonus to speed. Ends if Grappler is Incapacitated. Forced movement ends a grapple.
Incapacitated	Cannot take actions or reactions.
Invisible	Impossible to see without aid of magic or sense. Creature is heavily obscured (for hiding). Location can be detected by noise or tracks. Attacks vs creature has Disadvantage. Creature's attacks have Advantage.
Paralyzed	Creature is Incapacitated & cannot speak or move. Automatically fails STR and DEX saving throws. Attacks vs creature has Advantage. Attacks vs creature within 5' that hit, are Critical Hits.
Petrified	Transformed along with any non-magical objects it is wearing or carrying, into solid inanimate substance. Weight increases x10, creature ceases aging. Creature is incapacitated, cannot move or speak, and is unaware of surroundings. Attacks vs creature has Advantage. Automatically fails STR and DEX saving throws. Resistance to all damage. Immune to poisons and diseases; if already in system it is suspended, not neutralized.
Poisoned	Disadvantage on attack rolls and ability checks.
Prone	Only move option is to crawl, unless stand up. Creature's attacks have Disadvantage. Attacks vs creature within 5' has Advantage, otherwise attacks are at Disadvantage.
Restrained	Speed is 0 and cannot benefit from any bonus to speed. Attacks vs creature has Advantage. Creature's attacks have Disadvantage. Disadvantage on DEX saving throws.
Stunned	Creature is Incapacitated, cannot move and speak poorly. Automatically fails STR and DEX saving throws. Attacks vs creature has Advantage. Attacks vs creature within 5' that hit, are Critical Hits.
Unconscious	Creature is Incapacitated & cannot speak or move, unaware of surroundings. Drops whatever it is holding and falls Prone. Automatically fails STR and DEX saving throws. Attacks vs creature has Advantage. Attacks vs creature within 5' that hit, are Critical Hits.

Movement & Position

Breaking up your Move	You can break movement with an action in-between.
Moving between Attacks	You can move between attacks
Different Speeds	You can switch between speeds during move, such as walking and flying.
Difficult Terrain	Costs double movement
Prone	Standing takes ½ speed.
Moving around creatures	Non-hostile move normally. You can only move through hostile creatures if they are 2 sizes larger or smaller, and is difficult terrain. If you leave hostile's reach, they can take an opportunity attack. You cannot end in same space as another creature.
Flying	If knocked prone, speed is 0, the creature falls.
Squeeze	Can squeeze only 1 size smaller. Double movement. Attacks vs creature has Advantage. Creature's attacks have Disadvantage

Jumping

Running Long Jump	Feet = STR score if you move at least 10 feet on foot immediately before you jump.
Standing Long Jump	Half distance of running jump
Running High Jump	You leap into the air = 3+STR modifier if you have a 10 foot running start.
Standing High Jump	Half distance of running jump
High Jump Arm Movement	You can reach above you, a distance equal to height of jump plus 1.5 times your height.
Jumping into Difficult Terrain	You must save a DC10 DEX saving throw or fall prone.

Food & Water

Food	Characters need 1 pound of food per day. Eating half a pound of food counts as half a day without food. You can go without food for 3 + CON modifier. At the end of each day beyond that limit, automatically suffer one level of exhaustion.
Water	Character need 1 gallon water per day, or 2 gallons on hot days. Characters that drink ½ as much must succeed a DC15 CON save or suffer one level of exhaustion.

Falling & Suffocating

Falling	At end of fall, creature takes 1d6 bludgeoning damage for every 10 feet, to a max of 20d6. The creature lands prone, unless it takes no damage from fall.
Suffocating	A creature can hold breath for 1 + CON Modifier Minutes (min. 30 seconds). When it runs out of breath, it can survive for a number of rounds equal to its CON Mod. At the start of its next turn, it drops to 0 hp and is dying.

Vision & Cover

Lightly Obscured (Dim Light)	Disadvantage on WIS (Perception) that rely on sight. Dim light, patchy fog, moderate foliage.
Heavily Obscured (Darkness)	Creatures within heavy obscured have the Blinded condition. Darkness, opaque fog, dense foliage.
Bright Light	Daylight, torches, lanterns, fires. You can see normally.
Dim Light	Shadows, twilight, dawn, moonlight, edge of torchlight.
Darkness	Unlit, pitch black.
Blindsight	Perceive surroundings without sight.
Darkvision	See in darkness as if dim light, cannot see color.
Truesight	See in normal and magical darkness, see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them.
Half Cover	Target gets +2 AC and DEX saving throws.
Three-quarters Cover	Target gets +5 AC and DEX saving throws.
Total Cover	Cannot be targeted directly by attack or spell.

Climbing, Swimming & Crawling

It costs double movement. STR check may be required based on conditions.

Donning & Doffing Armor

<u>Armor Type</u>	<u>Put On</u>	<u>Take Off</u>
Light Armor	1 min	1 min
Medium Armor	5 min	1 min
Heavy Armor	10 min	5 min
Shield	1 Action	1 Action

Damage Types

Acid	The corrosive spray of a black dragon's breath and the dissolving enzymes secreted by a black pudding deal acid damage.
Bludgeoning	Blunt force attacks - hammers, falling, constriction, and the like - deal bludgeoning damage.
Cold	The infernal chill radiating from an ice devil's spear and the frigid blast of a white dragon's breathe deal cold damage.
Fire	Red dragons breathe fire, and many spells conjure flames to deal fire damage.
Force	Force is pure magical energy focused into a damaging form Most effects that deal force damage are spells, including magic missile and spiritual weapon.
Lightning	A lightning bolt spell and a blue dragon's breath deal lightning damage.
Necrotic	Necrotic damage, dealt by certain undead and a spell such as chill touch, withers matter and even the soul.
Piercing	Puncturing and impaling attacks, including spears and monsters' bites, deal piercing damage.
Poison	Venomous stings and the toxic gas of a green dragon's breathe deal poison damage.
Psychic	Mental abilities such as a mind flayer's psionic blast deal psychic damage.
Radiant	Radiant damage, dealt by a cleric's flame strike spell or an angel's smiting weapon, sears the flesh like fire and overloads the spirit with power.
Slashing	Swords, axes, and monsters' claws deal slashing damage.
Thunder	A concussive burst of sound, such as the effect of the thunderwave spell, deals thunder damage.

Resistance & Vulnerability

Damage Resistance	Damage of that type is halved
Damage Vulnerability	Damage of that type is doubled
Damage Immunity	Damage of that type is zero

Physical Spell Requirements

Verbal	Your verbal chanting must have specific pitch, resonance, and combination of sounds, otherwise you cannot cast.
Somatic	Gestures might include gesticulation or intricate set of gestures. You must have at least one free hand to perform these spells.
Material	Component pouches and spellcasting focuses are required for any material costs. Also, if gold costs are stated, you must pay the cost upon spell completion. You must have at least one hand free to complete Material spells. And it can be the same hand as a Somatic component.

Scrolls

Casting a higher level spell than your own ability	DC = 10 + Spell Level
Copying Scrolls into a spellbook	INT (Arcana) check vs DC = 10 + Spell Level. In either case, the scroll spell is destroyed on a failure.

Area of Effects

Cone	Extends in a direction you choose from its point of origin. Cone's width at a given point along its length is equal to that point's distance from the origin point.
Cube	Select a point of origin, which lies anywhere on the face of the cubic effect. The cube's size is expressed as the length of each side.
Line	Extends from its point of origin in a straight path up to its length and covers an area defined by its width.
Sphere	Select a sphere's point of origin, and the sphere extends outward from that point. The sphere's size is expressed as a radius in feet that extends from the point.

Cantrips & Rituals

Cantrips	Can cast at will, without using a spell slot
Rituals	Spells with the Ritual tag. Ritual casting takes 10 minutes longer than stated casting time. Casting rituals does not expend spell slots. Rituals cannot be cast at a higher level. Must have spell prepared or must be known, unless otherwise stated. If concentration is broken, the spell fails.
Long Casting Times	Spells with longer casting times than 1 action, must maintain concentration. If concentration is broken, the spell components and slot is not lost, but you must start over.

Spell Concentration

Normal activities such as moving or attacking do not interfere with concentration.	
Concentration can be broken by	Casting another spell that requires concentration Taking Damage; Make a CON save (DC10 or ½ Damage, whichever is higher) to maintain concentration. Make a separate save for each source of damage. Being Incapacitated or Killed Startling Environmental Phenomena, doused by a wave, very loud noise, blinding light, weasel down the trousers (DC10 CON save). Vigorous Movement such as running, climbing, tumbling

Travel Speed & Pace

Forced March	Travel beyond 8 hours is affected by exhaustion. Each hour after 8, characters make DC 10 + number of hours past 8 hours. Failed saving throws increase 1 level of exhaustion.			
Mounts & Vehicles	Mounted characters can ride at gallop for about an hour, covering twice as much ground as their normal speed (per 8 hours).			
Travel Pace				
Fast	400ft	4 miles	30 miles	-5 Passive Perception
Normal	300ft	3 miles	24 miles	-
Slow	200ft	2 miles	18 miles	Can stealth

Resting

Short Rest	1 hour minimum Nothing strenuous other than eating, drinking, reading, and tending wounds. Characters can spend 1 or more Hit Dice at the END of the rest. Hit Die + Con Mod, repeat as needed.
Long Rest	8 hours minimum. Elves need 8 hours which can include their trance trait time. Nothing strenuous other than sleeping, reading, talking, eating, or standing watch for no more than 2 hours.

Chases

Dashing	Participants can freely use 3+Con modifier dash actions before Exhaustion checks. Each dash after requires a DC10 CON check at end of turn, fail gains Exhaustion level. When participant reaches Level 5 Exhaustion, they drop out of chase.
Spells & Attacks	Participant can make attacks and cast spells within range. No Opportunity Attacks by participants. However, non-participants can OA.
Ending a Chase	Chase ends when one side stops, the quarry escapes, or pursuers catch the quarry. If neither side gives up, quarry makes DEX (Stealth) check at end of each round, after each opponent takes their turn. The result is compared to Passive Perception of pursuers. If the quarry is never out of pursuer's sight, the check always fails.
Escape Factors	Check Has
Quarry has many things to hide behind	Advantage
Quarry is in very crowded or noisy area	Advantage
Quarry has few things to hide behind	Disadvantage
Quarry is in an uncrowded or quiet area	Disadvantage
Lead pursuer is a ranger or is prof in Survival	Disadvantage

Exhaustion

Level	Effect
1	Disadvantage on Ability Checks
2	Speed Halved
3	Disadvantage on Attacks & Saving Throws
4	Hit Point Max halved
5	Speed 0
6	Death

Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink.

Lifestyle Expenses

Lifestyle	Price/Day	Description
Wretched	0	Inhumane conditions
Squalid	1sp	Worst part of town; diseases
Poor	2sp	Unpleasant flophouse
Modest	1gp	Lower-class, shared rooms
Comfortable	2gp	Middle-class, private rooms
Wealthy	4gp	Luxury
Aristocratic	10+gp	Nicest around

Encumbrance

Carry Capacity	STR score x 15
Push, Drag, or Lift	2 x Carry Capacity
Size & Strength	Each size above Med = 2x Tiny size = 1/2x
Encumbrance	5x STR is Encumbered Encumbered = Speed -10 feet 10x STR is Heavily Encumbered Heavily Encumbered = Speed -20 feet Disadvantage on Attacks, Ability checks, and STR, DEX, or CON saving throws

Healing & Dying

Instant Death	Negative Maximum HP from a single blow.
0 Hit Points	Fall unconscious Ends if regain any HP
Death Saving Throws	3 fails = death 3 succeeds = stabilized
Stabilizing a Creature	Magical Healing Potion of Healing Administer First Aid
Administer First Aid	Action: DC10 Wisdom (Medicine) Free Action: First aid kit
Taking Damage while Dying	Any damage = 1 Death Critical Hit = 2 Deaths
Taking Damage while Stable	Any damage begins Death Saves next turn
Auto healing once Stable	Once stable, creature regains 1HP in 1d4 hours

Magic Schools

Abjuration (Green)	Blocks, Banishes, & Protects (Wards).
Conjuration (White)	Produce Objects and Creatures (Summons)
Divination (Blue)	Find Information and Understanding
Enchantment (Yellow)	Entrance & Beguile creatures (Mind Affects)
Evocation (Red)	Create elemental effects (Manipulate Energy)
Illusion (Black)	Deceive a creatures sense
Necromancy (Purple)	Explore life, death, and undeath
Transmutation (Orange)	Modify energy & molecular matter

Attributes & Skills

Strength	Athletics
Dexterity	Acrobatics Sleight of Hand Stealth
Constitution	None
Intelligence	Arcana History Investigation Nature Religion
Wisdom	Animal Handling Insight Medicine Perception Survival
Charisma	Deception Intimidation Performance Persuasion

Interacting with Objects

Can do in tandem with Move or Action

1. Draw or Sheathe a Sword
2. Open or Close a Door
3. Retrieve Potion from Backpack
4. Pick up dropped weapon at feet
5. Take a bauble from table
6. Remove a ring from your finger
7. Stuff food in your mouth
8. Fish a few coins from your belt pouch
9. Drink ale in a flagon
10. Pull a torch from a sconce
11. Throw a lever or switch
12. Don a mask
13. Take a book from shelf within reach
14. Extinguish a small flame
15. Hand item to another character within reach

Lingering Injuries

1	<u>Lose an Eye.</u> You have Disadvantage on Wisdom (Perception) checks that rely on sight and on ranged attack rolls. Magic such as Regenerate spell can restore the lost eye. If you have no eyes left after sustaining this injury, you're blinded.
2	<u>Lose an Arm or Hand.</u> You can no longer hold anything with two hands, and you can hold only a single object at a time. Magic such as the Regenerate spell can restore the lost appendage.
3	<u>Lose a Foot or Leg.</u> Your speed on foot is halved, and you must use a cane or crutch to move unless you have a peg leg or other prosthesis. You fall prone fall after using the Dash action. You have Disadvantage on Dexterity checks made to balance. Magic such as the Regenerate spell can restore the lost appendage.
4	<u>Limp.</u> Your speed on foot is reduced by 5-feet. You must make a DC10 Dexterity saving throw after using a Dash action. If you fail the save, you fall prone. Magical healing removes the limp.
5-7	<u>Internal Injury.</u> Whenever you attempt an action in combat, you must make a DC15 Constitution saving throw. On a failed save, you lose your action and can't use Reactions until the start of your next turn. The injury heals if you receive magical healing or if you spend 10 days doing nothing but resting.
8-10	<u>Broken Ribs.</u> This has the same effect as Internal Injury above, except the save DC is 10.
11-13	<u>Horrible Scar.</u> You are disfigured to the extent that the wound can't be easily concealed. You have Disadvantage on Charisma (Persuasion) checks and Advantage on Charisma (Intimidation) checks. Magical healing of 6 th level or higher, such as Heal or Regenerate, removes the scar.
14-16	<u>Festering Wound.</u> Your hit point maximum is reduced by 1 every 24 hours the wound persists. If you hit point maximum drops to 0, you die. The wound heals if you receive magical healing. Alternatively, someone can tend to the wound and make a DC15 Wisdom (Medicine) check once every 24 hours. After 10 successes, the wound heals.
17-20	<u>Minor Scar.</u> The scar doesn't have any adverse effect. Magical healing of 6 th level or higher, such as Heal or Regenerate, removes the scar.

Player Pets

Credit: EN World EN5ider: "Player Pets" by Jensen Toperzer

Eligible Animals	INT = 3 or less (DM has list of animals) Wild Animals must be reared from infancy Semi-domesticated (wolves) can be re-trained
Care & Feeding	Tiny – 1 food ration per day Med – 2 food rations per day Large – 4 food rations per day
Domesticating & Loyalty	Wild (0) → Domesticate (10) → Loyal → Trained Loyalty scale is 0 to 20 Maximum Loyalty = Owner's Wisdom Score
Training Loyalty	While training, double ration cost Animal Handling Check DC 10+ Animal's HD One check per day
Losing Loyalty	Attacked, Exhaustion, Frightening, Starving Usually reduce 1 point each, but traumatic experiences can reduce much faster.
Training Skills	Can train one skill, per point beyond 10. Max skills are limited by Owner's Wisdom. Learned skills are not forgotten.

Pet Combat Actions

Pets take their turns on Owner's Initiative.

Pets can take their full move action

Owners use their Action to issue any of the following, as long as the Pet is trained to do so:

Attack	Make a melee or ranged attack if it is able to.
Dash	Double movement of its current speed.
Disengage	Its movement does not provoke opportunity attack for rest of its turn.
Dodge	Attacks against it are at Disadvantage until start of your next turn. It gets ADV on DEX saves. Ends if incapacitated.
Help	Owner gets ADV on ability checks or attacks against a creature within 5-feet of the pet.

Pet Non-Combat Actions

Guard	Pet watches an area and performs an action specified by their owner if someone enters the area, such as alerting its owner or attacking.
Harness	This pet can be harnessed to a cart or plow, allowing it to carry larger objects or work on a farm.
Hide	The pet takes the HIDE action.
Hunt	The pet makes a DC10 WIS (Survival) check. If it succeeds, it finds small game native to the region, and brings its prey back to its owner.
Intimidate	The animal makes a DC10 CHA (Intimidation) check. If it succeeds, the pet's owner gains ADV on all Intimidation checks they make this round.
Light Source	The pet carries a light source for the party. The pet can be commanded to walk 10-feet in ahead of or behind its owner.
Messenger	The pet can carry a message or object to a destination or recipient. The pet must be familiar with either to recipient or the destination in order to deliver the message (DM discretion).
Mount	The pet can be ridden if it is at least one size larger than its rider. It can also then be fitted for tack & harness for riding.
Perform	The pet may aid an owner's Performance check by making a DC10 CHA check. If the pet succeeds, the owner gains ADV on that Performance check.
Search	If the pet succeeds a DC10 WIS (Perception) check, the pet's owner gains ADV on a Perception or Investigation check to find secret doors, traps, corpses, unusual features (a sound, a smell), or for food.
Track	The pet makes a DC10 WIS (Survival) check. On a success, it grants advantage to its owner's Survival check to track an individual or creature.