

# Player's Cheat Sheet for Dungeons & Dragons 5<sup>E</sup>

**Introduction:** A quick reference guide for new and experienced players. Includes turn progression, combat options, movement, hiding, conditions, resting, spellcasting and more.

v 8



BY SEAN WICKETT

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## COMBAT PROGRESSION

(PHB PG 189)

### 1. SURPRISE CHECK

(Stealth check vs. Passive Perception of opponent)  
If you're surprised; can't move/attack till next turn.  
Can't react until end of your turn.

### 2. ESTABLISH POSITIONS

Marching order or stated positions

### 3. ROLL INITIATIVE

### 4. TAKE TURN

Move (or split move) and Take One Action (PHB pg. 192):

- Attack
- Cast Spell
- Dash (up to double your move)
- Disengage (prevents opportunity attacks)
- Dodge (Hostile has disadvantage. Dexterity save has advantage)
- Help (give target advantage on next Check or Attack)
- Hide (Stealth check for success)
- Ready (decide trigger & reaction/hold spell before casting)
- Search (Perception or INT check)
- Use Object
- Improvise an unlisted action
- Take Bonus Action if available

### 5. NEXT ROUND

## COMBAT

(PHB PG 195)

### RANGED ATTACKS

Your attack roll has disadvantage when your target is beyond normal range, and you can't attack a target beyond the long range.

### RANGED ATTACKS IN CLOSE QUARTERS

When you make a ranged attack with a weapon, a spell, or some other means, you have disadvantage on the attack roll if you are within 5 feet of a hostile creature who can see you and who isn't incapacitated.

### MELEE ATTACKS

Combat within a 5-foot reach.

Unarmed Strike: 1 bludgeoning damage + STR bonus.

### OPPORTUNITY ATTACK

**REACTION:** A hostile creature moves out of your reach without disengaging. Gain Interrupting Attack.

### TWO-WEAPON FIGHTING

2 Light weapon attacks, one as action; other as bonus action. Thrown weapons can be thrown. Only negative modifiers apply to bonus attack.

### GRAPPLING

Attacker Athletics vs Target Athletics or Acrobatics (target choice). See *Grappled Condition* for effect.

### SHOVING A CREATURE

Attacker Athletics vs Target Athletics or Acrobatics (target choice). Knock the target prone or push it 5 feet away.

### EXHAUSTION (CUMULATIVE)

LEVEL	EFFECT
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit Point maximum halved
5	Speed reduced to 0
6	Death

## MISCELLANEOUS

### HIDING

(must disengage first, if in combat)

Stealth vs Perception (active looking)

Stealth vs Passive Perception (not looking)

**Lightly Obscured = disadvantage on Perception check**

**Heavily Obscured = Blindness (see conditions)**

### COVER

½ cover = +2 AC and DEX saving throws

¾ cover = +5 AC and DEX saving throws

### CRITICAL HITS

Roll damage dice twice then add modifiers

### RESTS

**Short** = 1hr; use HD to regain lost HP

**Long** = 8hr; Regain all HP, ½ of max HD, all spell slots

## MOVEMENT

(PHB PG 181)

**Difficult Terrain:** 1 foot = 2 feet of movement

**Climbing, Swimming, Crawling** = 1 extra foot of movement

**Long Jump:** run 10'; distance = up to STR score  
standing; ½ STR score

**High Jump:** run 10'; 3+ STR mod  
standing; ½ that (ext. arms to add 1.5x height)

### TRAVEL PACE

Pace	Distance Traveled per...			Effect
	Minute	Hour	Day	
Fast	400 feet	4 miles	30 miles	-5 penalty to passive Wisdom (Perception) scores
Normal	300 feet	3 miles	24 miles	—
Slow	200 feet	2 miles	18 miles	Able to use Stealth

## CONDITIONS

(PHB PG 290)

**BLINDED** - Auto-fail sight dependant checks, disadvantage to your attacks, hostile has advantage

**CHARMED** - Cannot hurt/attack charmer, charmer has advantage to social ability checks

**DEAFENED** - Auto-fail hearing dependant checks

**FRIGHTENED** - Disadvantage to checks/attacks while source of fear is in line of sight. Can't move closer to source of fear.

**GRAPPLED** - Speed 0 + no bonus. Ends when grappler incapacitated or when out of reach of grappler from effect.

**INCAPACITATED** - No actions/reactions

**INVISIBLE** - Hiding = Heavily Obscured, still makes noise and tracks. You attack with advantage, hostile has disadvantage.

**PARALYZED** - Incapacitated. Auto-fail Dex & Str saves. Hostile has advantage. All damage from within 5 feet critical.

**PETRIFIED** - Your weight increases x10, incapacitated, unaware of surroundings. Hostile has advantage. Auto-fail Dex & Str saves, resist all damage/poison/disease.

**POISONED** - Attacks & ability checks have disadvantage.

**PRONE** - Only crawl unless stands (½ mov.) You attack with disadvantage. Hostile has advantage within 5 feet; over 5 feet, has disadvantage.

**RESTRAINED** - Speed zero, no bonus. Your attacks & Dex saves have disadvantage. Hostile has advantage.

**STUNNED** - Incapacitated. Hostile has advantage. Auto-fail Dex/Str saving throws.

**UNCONSCIOUS** - Incapacitated & prone. Auto-fail Dex & Str saves. Hostile has advantage. All damage from within 5 feet critical.

## SPELL CASTING

(PHB PG 201)

### SPELLCASTING FOCUS

An item such as a crystal, an orb, a rod or wand, or holy symbol. **Can be used in place of material components.** Holy symbol must be held or worn visibly (i.e. a shield).

### CASTING IN ARMOUR

Must be proficient in armour type worn.

## ATTACK ROLLS

d20 + spellcasting ability + proficiency bonus

Ranged attacks have disadvantage within 5 feet of hostile who is not incapacitated.

## SAVING THROWS

DC = 8 + spellcasting ability + proficiency bonus + special modifiers

## TARGETS

### A CLEAR PATH TO TARGET

Cannot be behind total cover.

Area effect begins on near side of obstruction.

### TARGETING YOURSELF

If spell is target of choice, it can be caster, unless specified hostile or not caster (see spell description). Area of Effect can also target caster.

## COMPONENTS

### VERBAL (V)

Caster gagged or in area of silence can't cast a spell with verbal component.

### SOMATIC (S)

Caster must have one free hand to perform gestures for somatic component.

### MATERIAL (M)

Caster can use component pouch or spellcasting focus. Must have specific component to cast spell, even if consumed by spell. Must have one hand free to access component.

## DURATION

### INSTANTANEOUS

Can't be dispelled.

### CONCENTRATION

If concentration is lost, spell ends. End concentration at any time, no action required.

Moving & attacking don't interfere with concentration.

Casting another 'concentration spell', taking damage (DC=10 or ½ damage No., whichever is higher), being incapacitated or killed **ends concentration.**

## COMBINING MAGICAL EFFECTS

(PHB PG 206)

Effects of different spells add together and duration overlaps.

Effects of same spells cast don't combine. Highest bonus applies while durations overlap.

## SPELLCASTING CLASSES

### 'KNOWN' SPELL CLASSES

Bard, Paladin (Oath), Ranger, Sorcerer, Warlock

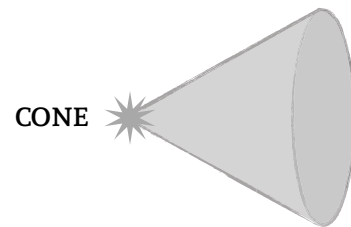
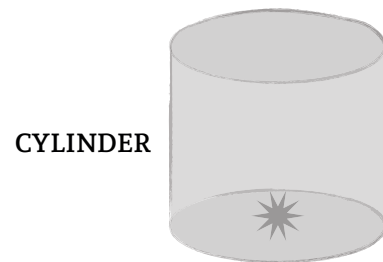
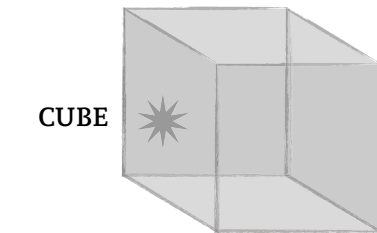
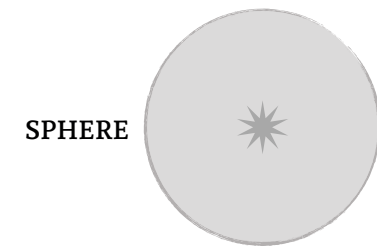
### 'PREPARED' SPELL CLASSES

Cleric, Druid, Eldritch Knight, Monk (elemental), Paladin, Arcane Trickster, Wizard

## AREAS OF AFFECT

(PHB PG 204)

### POINT OF ORIGIN



## ABILITIES & SKILLS

(PHB PG 173 - 179)

### TYPICAL DIFFICULTY CLASSES

Task Difficulty	DC
Very Easy	5
Easy	10
Medium	15
Hard	20
Very Hard	25
Nearly Impossible	30

### 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