DM SCREEN INSERTS
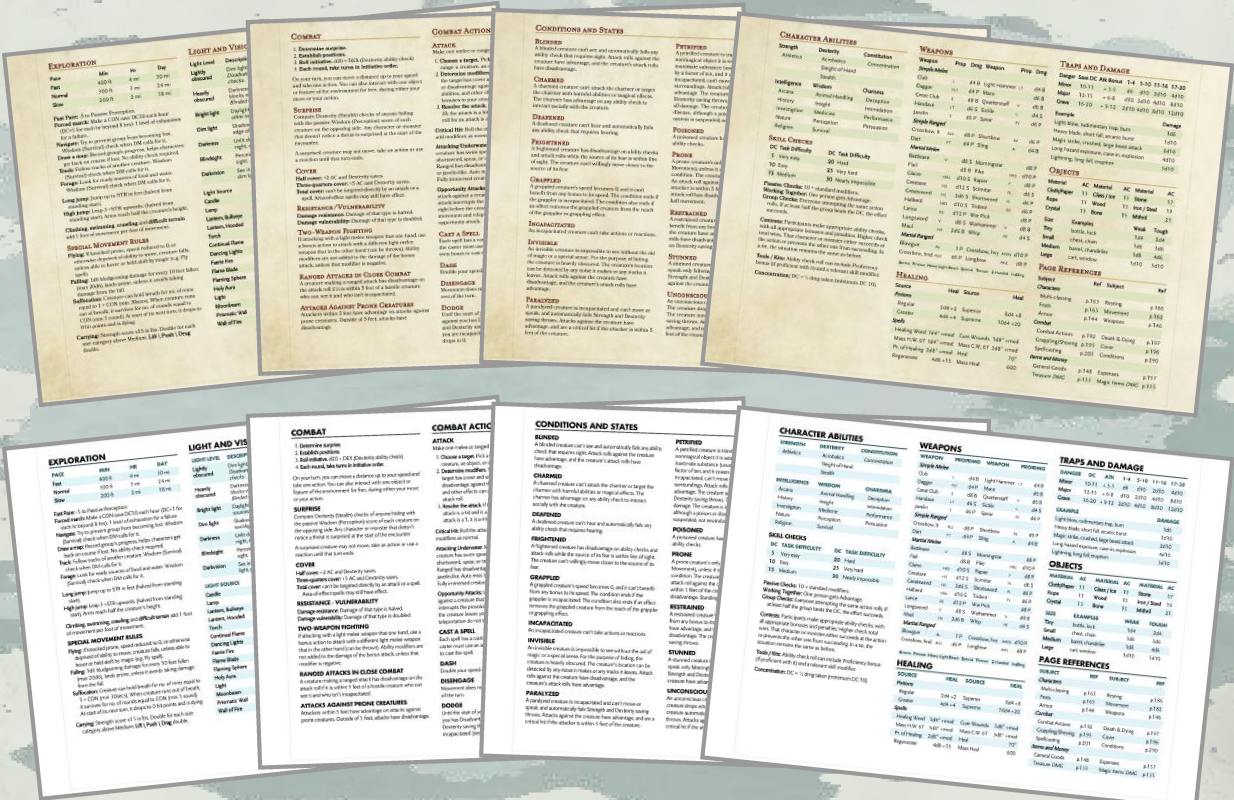
Four pages of tables, rules and references, to fit the official Wizards of the Coast DM Screens.

WILL CLARK

(u/TheFinalSlowdance)

DM Screen Inserts

This is intended to provide replacement content for the inside surfaces of your official Wizards of the Coast DM Screen. The printed sheets can be trimmed to fit over the existing panels, making better use of the space and minimising distractions.

Something

Instructions

1. Select the PDF that matches your local paper size (Letter or A4) and chosen style (Modern or Traditional).
2. Print off the PDF at **100% size**, **single-sided**, **borderless** (so the print extends to the edge of the page).
3. Cut along the dotted outline to achieve the correct size. The top edge will not need trimming.
4. Attach the sheets to the inside of your official DM Screen. You can use photo corner mounts to make the sheets removable / interchangeable.

Contents

Page 1: Exploration
- Exploration, special movement rules, carrying, jumping
- Light, vision, light sources
- Exhaustion, resting

Page 2: Combat
- Combat overview, surprise, cover
- Combat actions
- Combat actions ctd., readying, grappling / shoving

Page 3: Conditions
- Conditions and states
- Conditions and states ctd.
- Death and unconsciousness, death saving throws, resurrection spells

Page 4: Tables and References
- Abilities, skill checks, contests, concentration
- Weapons, healing sources
- Improvised traps and damage, object AC and hit points, page references

Contact

The best place to reach me is either through the product page on DM's Guild, or Reddit.

'Traditional' Style

'Modern' Style

Exploration

Pace	Min	Hr	Day
Fast	400 ft	4 mi	30 mi
Normal	300 ft	3 mi	24 mi
Slow	200 ft	2 mi	18 mi

Fast Pace: -5 to Passive Perception.

Forced march: Make a CON save DC10 each hour (DC+1 for each hr beyond 8 hrs): 1 level of exhaustion for a failure.

Navigate: Try to prevent group from becoming lost. Wisdom (Survival) check when DM calls for it.

Draw a map: Record group's progress, helps characters get back on course if lost. No ability check required.

Track: Follow tracks of another creature. Wisdom (Survival) check when DM calls for it.

Forage: Look for ready sources of food and water. Wisdom (Survival) check when DM calls for it.

Long jump: Jump up to STR in feet (halved from standing start).

High jump: Leap 3 +STR upwards. (halved from standing start). Arms reach half the creature's height.

Climbing, **swimming**, **crawling** and **difficult terrain** add 1 foot of movement per foot of movement.

Special Movement Rules

Flying: If knocked prone, speed reduced to 0, or otherwise deprived of ability to move, creature falls, unless able to hover or held aloft by magic (e.g. Fly spell).

Falling: 1d6 bludgeoning damage for every 10 feet fallen (max 20d6), lands prone, unless it avoids taking damage from the fall.

Suffocation: Creature can hold breath for no. of mins equal to 1 + CON (min 30secs). When creature runs out of breath, it survives for no. of rounds equal to CON (min 1 round). At start of its next turn, it drops to 0 hit points and is dying.

Carrying: Strength score x15 in lbs. Double for each size category above Medium. **Lift \ Push \ Drag** double.

Light and Vision

Light Level	Description
Lightly obscured	Dim light, patchy fog or foliage. *Disadvantage on sight based Perception checks.*
Heavily obscured	Darkness, opaque fog, or dense foliage – blocks vision entirely. *Blinded condition.*
Bright light	Daylight, torches, lanterns, fires, and other sources of illumination.
Dim light	Shadows, twilight/dawn, moonlight, edge of torchlight.
Darkness	Unlit dungeon/underground, moonless night, magical darkness
Blindsight	Perceive surroundings without relying on sight.
Darkvision	See in darkness as if the darkness were dim light, cannot see colors.

Light Source	Bright	Dim	Time
Candle	5' R	+5' R	1hr
Lamp	15' R	+30' R	6hr
Lantern, Bullseye	60' cone	+60' cone	6hr
Lantern, Hooded	30' R	+30' R	6hr
Torch	20' R	+20' R	1hr
Continual Flame	20' R	+20' R	
Dancing Lights		10' R	1min
Faerie Fire		10' R	1min
Flame Blade	10' R	+10' R	10min
Flaming Sphere	20' R	+20' R	1min
Holy Aura		5' R	1min
Light	20' R	+20' R	1hr
Moonbeam		5' R cyl	1min
Prismatic Wall	100'	+100'	10min
Wall of Fire	60'	+60'	1min

Exhaustion

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

An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if a creature's exhaustion level is reduced below 1.

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

Food

One pound of food per day, or make food last longer by subsisting on half rations. Half pound of food a day counts as half day "without food". Normal day eating resets count to zero.

A character can go without food for 3 +CON days (minimum 1). At the end of each day beyond that limit, a character suffers one level of exhaustion.

Water

One gallon of water per day, or two if the weather is hot. A character who drinks half must succeed on a DC15 Con saving throw or suffer one level of exhaustion at end of day. Less water automatically fails.

If the character already has one or more levels of exhaustion, the character takes two levels in either case.

Resting

Short Rest: 1 hour, spend one or more hit-die; recover hit-die roll + CON modifier HP.

Long Rest: 8 hours (max. 2 hours on watch); recover all HP, regain a total of half your max hit-die.

Must have at least 1 hit point at the start of the rest to gain these benefits. Once per 24 hours.

Combat

1. **Determine surprise.**
2. **Establish positions.**
3. **Roll initiative.** d20 + DEX (Dexterity ability check)
4. **Each round, take turns in Initiative order.**

On your turn, you can move a distance up to your speed and take one action. You can also interact with one object or feature of the environment for free, during either your move or your action.

Surprise
Compare Dexterity (Stealth) checks of anyone hiding with the passive Wisdom (Perception) score of each creature on the opposing side. Any character or monster that doesn't notice a threat is surprised at the start of the encounter.

A surprised creature may not move, take an action or use a reaction until that turn ends.

Cover
Half cover: +2 AC and Dexterity saves.
Three-quarters cover: +5 AC and Dexterity saves.
Total cover: can't be targeted directly by an attack or a spell. Area-of-effect spells may still have effect.

Resistance/Vulnerability
Damage resistance: Damage of that type is halved.
Damage vulnerability: Damage of that type is doubled.

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 (can be thrown). Ability modifiers are not added to the damage of the bonus attack, unless that modifier is negative.

Ranged Attacks in Close Combat
A creature making a ranged attack has disadvantage on the attack roll if it is within 5 feet of a hostile creature who can see it and who isn't incapacitated.

Attacks Against Prone Creatures
Attackers within 5 feet have advantage on attacks against prone creatures. Outside of 5 feet, attacks have disadvantage.

Combat Actions

Attack
Make one melee or ranged attack.

1. **Choose a target.** Pick a target within your attack's range: a creature, an object, or a location.
2. **Determine modifiers.** The DM determines whether the target has cover and whether you have advantage or disadvantage against the target. Spells, special abilities, and other effects can apply penalties or bonuses to your attack roll.
3. **Resolve the attack.** If the d20 roll for an attack is a 20, the attack is a hit and is a critical hit. If the d20 roll for an attack is a 1, it is a miss.

Critical Hit: Roll the attack's damage dice twice, then add modifiers as normal.

Attacking Underwater. Melee has disadvantage unless creature has swim speed or is using dagger, javelin, shortsword, spear, or trident.
Ranged has disadvantage unless using crossbow, a net, or javelin-like. Auto miss beyond weapon's normal range. Fully immersed creatures have resistance to fire damage.

Opportunity Attacks: Use a reaction to make a melee attack against a creature that moves out of reach. The attack interrupts the provoking creature's movement, right before the creature leaves your reach. Forced movement and teleportation do not trigger an opportunity attack.

Cast a Spell
Each spell has a casting time, which specifies whether the caster must use an action, a reaction, minutes, or even hours to cast the spell.

Dash
Double your speed after applying any modifiers.

Disengage
Movement does not provoke opportunity attacks for the rest of the turn.

Dodge
Until the start of your next turn, any attack roll made against you has Disadvantage if you can see the attacker, and Dexterity saving throws have Advantage. This ends if you are incapacitated (see Conditions) or if your speed drops to 0.

Help
The targeted creature gains Advantage on the next ability check it makes to perform the task, provided that it makes the check before the start of your next turn. Alternatively, aid a friendly creature in attacking a creature within 5 feet. If the ally attacks the target before your next turn, the first attack roll is made with Advantage.

Hide
Make a Dexterity (Stealth) check in an attempt to hide.

Search
Devote your attention to finding something. Depending on the nature of your search, the DM might have you make a Wisdom (Perception) check or an Intelligence (Investigation) check.

Use an Object
Interact with an object.

Ready
Act later in the round using your reaction. Decide what perceivable circumstance will trigger the reaction. Then, choose the action taken in response, or choose to move up to your speed in response to it. When the trigger occurs, you can either take your reaction right after the trigger finishes or ignore the trigger. If a spell is readied it is cast as normal and release with a reaction when the trigger occurs. To be readied, a spell must have a casting time of 1 action, and holding onto the spell's magic requires concentration (explained in chapter 10). If your concentration is broken, the spell dissipates without taking effect.

Grappling and Shoving
Use an Attack action to grapple or shove. The target must be no more than one size larger than you, and it must be within your reach. You make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check.

A successful shove pushes the target 5 feet away from you. A successful grapple subjects the target to the grappled condition, and they can be dragged around by you, but your movement speed is halved.

Conditions and States

Blinded
A blinded creature can't see and automatically fails any ability check that requires sight. Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

Charmed
A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects. The charmer has advantage on any ability check to interact socially with the creature.

Deafened
A deafened creature can't hear and automatically fails any ability check that requires hearing.

Frightened
A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight. The creature can't willingly move closer to the source of its fear.

Grappled
A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed. The condition ends if the grappler is incapacitated. The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect.

Incapacitated
An incapacitated creature can't take actions or reactions.

Invisible
An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves. Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

Paralyzed
A paralyzed creature is incapacitated and can't move or speak, and automatically fails Strength and Dexterity saving throws. Attacks against the creature have advantage, and are a critical hit if the attacker is within 5 feet of the creature.

Petrified
A petrified creature is transformed, along with any nonmagical object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging. The creature is incapacitated, can't move or speak, and is unaware of its surroundings. Attack rolls against the creature have advantage. The creature automatically fails Strength and Dexterity saving throws. The creature has resistance to all damage. The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

Poisoned
A poisoned creature has disadvantage on attack rolls and ability checks.

Prone
A prone creature's only movement option is to crawl (see Movement), unless it stands up and thereby ends the condition. The creature has disadvantage on attack rolls. An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage. Standing from prone costs half movement.

Restrained
A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed. Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage. The creature has disadvantage on Dexterity saving throws.

Stunned
A stunned creature is incapacitated, can't move, and can speak only falteringly. The creature automatically fails Strength and Dexterity saving throws. Attack rolls against the creature have advantage.

Unconscious
An unconscious creature is incapacitated and paralyzed. The creature drops whatever it's holding and falls prone. The creature automatically fails Strength and Dexterity saving throws. Attacks against the creature have advantage, and is a critical hit if the attacker is within 5 feet of the creature.

Death and Resurrection

Instant Death: When damage reduces you to 0 hit points and there is damage remaining, you die if the remaining damage equals or exceeds your hit point maximum.

Falling Unconscious: If damage reduces you to 0 hit points and fails to kill you, you fall unconscious (see Conditions). This ends if you regain any hit points.

Death Saving Throws
Whenever you start your turn with 0 hit points, roll a d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become stable. On your third failure, you die. The number of both is reset to zero when you regain any hit points or become stable.

Rolling 1 or 20: When you make a death saving throw and roll a 1 on the d20, it counts as two failures. If you roll a 20 on the d20, you regain 1 hit point and become conscious.

Damage at Zero Hit Points
If you take any damage while you have 0 hit points, you suffer a death saving throw failure. If the damage is from a critical hit, you suffer two failures instead. If the damage equals or exceeds your hit point maximum, you suffer instant death.

Resurrection Spells
Animate Dead. Lv 3, 1 min, 10ft., VSM
Corpse or bones become zombie or skeleton for 24hrs.
Revivify. Lv 3, 1 action, touch, VSM
If creature died within the last min., regains 1 hit point.
Raise Dead. Lv 5, 1 hr, touch, 500gp diamond
If creature died within 10 days, regains 1 hit point. -4 to attacks, checks saves. Drops by 1 per day.
Reincarnate. Lv 5, 1 hr, touch, 1,000gp oils
If creature died within 10 days, creates new body. DM rolls for race.
Resurrection. Lv 7, 1 hr, touch, 1,000gp diamond
If creature died within 100 yrs, regains all hit points. -4 to attacks, checks saves. Drops by 1 per day.
True Resurrection. Lv 9, 1 hr, touch, 25,000gp diamonds
If creature died within 200 yrs, regains all hit points. Can create a new body.

Character Abilities

Strength	Dexterity	Constitution
Athletics	Acrobatics	*Concentration*
	Sleight of Hand	
	Stealth	

Intelligence	Wisdom	Charisma
Arcana	Animal Handling	Deception
History	Insight	Intimidation
Investigtion	Medicine	Performance
Nature	Perception	Persuasion
Religion	Survival	

Skill Checks

DC	Task Difficulty	DC	Task Difficulty
5	Very easy	20	Hard
10	Easy	25	Very hard
15	Medium	30	Nearly impossible

Passive Checks: 10 + standard modifiers.
Working Together: One person gets Advantage.
Group Checks: Everyone attempting the same action rolls. If at least half the group beats the DC, the effort succeeds.

Contests: Participants make appropriate ability checks, with all appropriate bonuses and penalties. Higher check total wins. That character or monster either succeeds at the action or prevents the other one from succeeding. In a tie, the situation remains the same as before.

Tools / Kits: Ability check roll can include Proficiency bonus (if proficient with it) and a relevant skill modifier.

Concentration: DC = ½ dmg taken (minimum DC 10).

Weapons

Weapon	Prop	Dmg	Weapon	Prop	Dmg
Simple Melee					
Club	L	d4 B	Light Hammer	LT	d4 B
Dagger	FLT	d4 P	Mace		d6 B
Great Club	2	d8 B	Quarterstaff	V	d6 B
Handaxe	LT	d6 S	Sickle	L	d4 S
Javelin	T	d6 P	Spear	TV	d6 P
Simple Ranged					
Crossbow, lt	AL2	d8 P	Shortbow	A2	d6 P
Dart	FT	d4 P	Sling	A	d4 B
Martial Melee					
Battleaxe	V	d8 S	Morningstar		d8 P
Flail		d8 B	Pike	HR2	d10 P
Glaive	HR2	d10 S	Rapier	F	d8 P
Greataxe	H2	d12 S	Scimitar	FL	d6 S
Greatsword	H2	2d6 S	Shortsword	FL	d6 P
Halberd	HR2	d10 S	Trident	TV	d6 P
Lance	RS	d12 P	War Pick		d8 P
Longsword	V	d8 S	Warhammer	V	d8 B
Maul	H2	2d6 B	Whip	FR	d4 S
Martial Ranged					
Blowgun	AL	1 P	Crossbow, hvy	AHD2	d10 P
Crossbow, hnd	ALD	d6 P	Longbow	AH2	d8 P

Ammo **F**inesse **H**eavy **L**ight **R**each **S**pecial **T**hrown **2**-Handed loa**D**ing

Healing

Source	Heal	Source	Heal
Potions			
Regular	2d4 +2	Superior	8d4 +8
Greater	4d4 +4	Supreme	10d4 +20
Spells			
Healing Word	1d4^ +mod	Cure Wounds	1d8^ +mod
Mass H.W. 6T	1d4^ +mod	Mass C.W. 6T	3d8^ +mod
Pr. of Healing	2d8^ +mod	Heal	70^
Regenerate	4d8 +15	Mass Heal	600

Traps and Damage

Danger	Save DC	Atk Bonus	1-4	5-10	11-16	17-20
Minor	10-11	+ 3-5	d6	d10	2d10	4d10
Major	12-15	+ 6-8	d10	2d10	4d10	8d10
Grave	16-20	+ 9-12	2d10	4d10	8d10	12d10

Example	Damage
Light blow, rudimentary trap, burn	1d6
Heavy blade, short fall, arcanic burst	1d10
Magic strike, crushed, large beast attack	2d10
Long hazard exposure, cave-in, explosion	4d10
Lightning, long fall, eruption	5d10

Objects

Material	AC	Material	AC	Material	AC
Cloth/Paper	11	Glass / Ice	13	Stone	17
Rope	11	Wood	15	Iron / Steel	19
Crystal	13	Bone	15	Mithril	21

Size	Examples	Weak	Tough
Tiny	bottle, lock	1d4	2d4
Small	chest, chain	1d6	3d6
Medium	barrel, chandelier	1d8	4d6
Large	cart, window	1d10	5d10

Page References

EXPLORATION

PACE	MIN	HR	DAY
Fast	400 ft	4 mi	30 mi
Normal	300 ft	3 mi	24 mi
Slow	200 ft	2 mi	18 mi

Fast Pace: -5 to Passive Perception.

Forced march: Make a CON save DC10 each hour (DC+1 for each hr beyond 8 hrs): 1 level of exhaustion for a failure.

Navigate: Try to prevent group from becoming lost. Wisdom (Survival) check when DM calls for it.

Draw a map: Record group's progress, helps characters get back on course if lost. No ability check required.

Track: Follow tracks of another creature. Wisdom (Survival) check when DM calls for it.

Forage: Look for ready sources of food and water. Wisdom (Survival) check when DM calls for it.

Long jump: Jump up to STR in feet (halved from standing start).

High jump: Leap 3 +STR upwards. (halved from standing start). Arms reach half the creature's height.

Climbing, **swimming**, **crawling** and **difficult terrain** add 1 foot of movement per foot of movement.

SPECIAL MOVEMENT RULES

Flying: If knocked prone, speed reduced to 0, or otherwise deprived of ability to move, creature falls, unless able to hover or held aloft by magic (e.g. Fly spell).

Falling: 1d6 bludgeoning damage for every 10 feet fallen (max 20d6), lands prone, unless it avoids taking damage from the fall.

Suffocation: Creature can hold breath for no. of mins equal to 1 + CON (min 30secs). When creature runs out of breath, it survives for no. of rounds equal to CON (min 1 round). At start of its next turn, it drops to 0 hit points and is dying.

Carrying: Strength score x15 in lbs. Double for each size category above Medium. **Lift \ Push \ Drag** double.

LIGHT AND VISION

LIGHT LEVEL	DESCRIPTION
Lightly obscured	Dim light, patchy fog or foliage. *Disadvantage on sight based Perception checks.*
Heavily obscured	Darkness, opaque fog, or dense foliage – blocks vision entirely. *Blinded condition.*
Bright light	Daylight, torches, lanterns, fires, and other sources of illumination.
Dim light	Shadows, twilight/dawn, moonlight, edge of torchlight.
Darkness	Unlit dungeon/underground, moonless night, magical darkness
Blindsight	Perceive surroundings without relying on sight.
Darkvision	See in darkness as if the darkness were dim light, cannot see colors.

LIGHT SOURCE	BRIGHT	DIM	TIME
Candle	5' R	+5' R	1hr
Lamp	15' R	+30' R	6hr
Lantern, Bullseye	60' cone	+60' cone	6hr
Lantern, Hooded	30' R	+30' R	6hr
Torch	20' R	+20' R	1hr
Continual Flame	20' R	+20' R	
Dancing Lights		10' R	1min
Faerie Fire		10' R	1min
Flame Blade	10' R	+10' R	10min
Flaming Sphere	20' R	+20' R	1min
Holy Aura		5' R	1min
Light	20' R	+20' R	1hr
Moonbeam		5' R cyl	1min
Prismatic Wall	100'	+100'	10min
Wall of Fire	60'	+60'	1min

EXHAUSTION

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

An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if a creature's exhaustion level is reduced below 1.

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

FOOD

One pound of food per day, or make food last longer by subsisting on half rations. Half pound of food a day counts as half day "without food". Normal day eating resets count to zero.

A character can go without food for 3 +CON days (minimum 1). At the end of each day beyond that limit, a character suffers one level of exhaustion.

WATER

One gallon of water per day, or two if the weather is hot. A character who drinks half must succeed on a DC15 Con saving throw or suffer one level of exhaustion at end of day. Less water automatically fails.

If the character already has one or more levels of exhaustion, the character takes two levels in either case.

RESTING

Short Rest: 1 hour, spend one or more hit-die; recover hit-die roll + CON modifier HP.

Long Rest: 8 hours (max. 2 hours on watch); recover all HP, regain a total of half your max hit-die.

Must have at least 1 hit point at the start of the rest to gain these benefits. Once per 24 hours.

COMBAT

1. **Determine surprise.**
2. **Establish positions.**
3. **Roll initiative.** d20 + DEX (Dexterity ability check)
4. **Each round, take turns in Initiative order.**

On your turn, you can move a distance up to your speed and take one action. You can also interact with one object or feature of the environment for free, during either your move or your action.

SURPRISE
Compare Dexterity (Stealth) checks of anyone hiding with the passive Wisdom (Perception) score of each creature on the opposing side. Any character or monster that doesn't notice a threat is surprised at the start of the encounter.

A surprised creature may not move, take an action or use a reaction until that turn ends.

COVER
Half cover: +2 AC and Dexterity saves.
Three-quarters cover: +5 AC and Dexterity saves.
Total cover: can't be targeted directly by an attack or a spell. Area-of-effect spells may still have effect.

RESISTANCE / VULNERABILITY
Damage resistance: Damage of that type is halved.
Damage vulnerability: Damage of that type is doubled.

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 (can be thrown). Ability modifiers are not added to the damage of the bonus attack, unless that modifier is negative.

RANGED ATTACKS IN CLOSE COMBAT
A creature making a ranged attack has disadvantage on the attack roll if it is within 5 feet of a hostile creature who can see it and who isn't incapacitated.

ATTACKS AGAINST PRONE CREATURES
Attackers within 5 feet have advantage on attacks against prone creatures. Outside of 5 feet, attacks have disadvantage.

COMBAT ACTIONS

ATTACK
Make one melee or ranged attack.

1. **Choose a target.** Pick a target within your attack's range: a creature, an object, or a location.
2. **Determine modifiers.** The DM determines whether the target has cover and whether you have advantage or disadvantage against the target. Spells, special abilities, and other effects can apply penalties or bonuses to your attack roll.
3. **Resolve the attack.** If the d20 roll for an attack is a 20, the attack is a hit and is a critical hit. If the d20 roll for an attack is a 1, it is a miss.

Critical Hit: Roll the attack's damage dice twice, then add modifiers as normal.

Attacking Underwater. Melee has disadvantage unless creature has swim speed or is using dagger, javelin, shortsword, spear, or trident.
Ranged has disadvantage unless using crossbow, a net, or javelin-like. Auto miss beyond weapon's normal range.
Fully immersed creatures have resistance to fire damage.

Opportunity Attacks: Use a reaction to make a melee attack against a creature that moves out of reach. The attack interrupts the provoking creature's movement, right before the creature leaves your reach. Forced movement and teleportation do not trigger an opportunity attack.

CAST A SPELL
Each spell has a casting time, which specifies whether the caster must use an action, a reaction, minutes, or even hours to cast the spell.

DASH
Double your speed after applying any modifiers.

DISENGAGE
Movement does not provoke opportunity attacks for the rest of the turn.

DODGE
Until the start of your next turn, any attack roll made against you has Disadvantage if you can see the attacker, and Dexterity saving throws have Advantage. This ends if you are incapacitated (see Conditions) or if your speed drops to 0.

HELP
The targeted creature gains Advantage on the next ability check it makes to perform the task, provided that it makes the check before the start of your next turn. Alternatively, aid a friendly creature in attacking a creature within 5 feet. If the ally attacks the target before your next turn, the first attack roll is made with Advantage.

HIDE
Make a Dexterity (Stealth) check in an attempt to hide.

SEARCH
Devote your attention to finding something. Depending on the nature of your search, the DM might have you make a Wisdom (Perception) check or an Intelligence (Investigation) check.

USE AN OBJECT
Interact with an object.

READY
Act later in the round using your reaction. Decide what perceivable circumstance will trigger the reaction. Then, choose the action taken in response, or choose to move up to your speed in response to it. When the trigger occurs, you can either take your reaction right after the trigger finishes or ignore the trigger. If a spell is readied it is cast as normal and release with a reaction when the trigger occurs. To be readied, a spell must have a casting time of 1 action, and holding onto the spell's magic requires concentration (explained in chapter 10). If your concentration is broken, the spell dissipates without taking effect.

GRAPPLING AND SHOVING
Use an Attack action to grapple or shove. The target must be no more than one size larger than you, and it must be within your reach. You make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check.

A successful shove pushes the target 5 feet away from you. A successful grapple subjects the target to the grappled condition, and they can be dragged around by you, but your movement speed is halved.

CONDITIONS AND STATES

BLINDED

A blinded creature can't see and automatically fails any ability check that requires sight. Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

CHARMED

A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects. The charmer has advantage on any ability check to interact socially with the creature.

DEAFENED

A deafened creature can't hear and automatically fails any ability check that requires hearing.

FRIGHTENED

A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight. The creature can't willingly move closer to the source of its fear.

GRAPPLED

A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed. The condition ends if the grappler is incapacitated. The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect.

INCAPACITATED

An incapacitated creature can't take actions or reactions.

INVISIBLE

An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves. Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

PARALYZED

A paralyzed creature is incapacitated and can't move or speak, and automatically fails Strength and Dexterity saving throws. Attacks against the creature have advantage, and are a critical hit if the attacker is within 5 feet of the creature.

PETRIFIED

A petrified creature is transformed, along with any nonmagical object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging. The creature is incapacitated, can't move or speak, and is unaware of its surroundings. Attack rolls against the creature have advantage. The creature automatically fails Strength and Dexterity saving throws. The creature has resistance to all damage. The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

POISONED

A poisoned creature has disadvantage on attack rolls and ability checks.

PRONE

A prone creature's only movement option is to crawl (see Movement), unless it stands up and thereby ends the condition. The creature has disadvantage on attack rolls. An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage. Standing from prone costs half movement.

RESTRAINED

A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed. Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage. The creature has disadvantage on Dexterity saving throws.

STUNNED

A stunned creature is incapacitated, can't move, and can speak only falteringly. The creature automatically fails Strength and Dexterity saving throws. Attack rolls against the creature have advantage.

UNCONSCIOUS

An unconscious creature is incapacitated and paralyzed. The creature drops whatever it's holding and falls prone. The creature automatically fails Strength and Dexterity saving throws. Attacks against the creature have advantage, and is a critical hit if the attacker is within 5 feet of the creature.

DEATH AND RESURRECTION

Instant Death: When damage reduces you to 0 hit points and there is damage remaining, you die if the remaining damage equals or exceeds your hit point maximum.

Falling Unconscious: If damage reduces you to 0 hit points and fails to kill you, you fall unconscious (see Conditions). This ends if you regain any hit points.

DEATH SAVING THROWS

Whenever you start your turn with 0 hit points, roll a d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become stable. On your third failure, you die. The number of both is reset to zero when you regain any hit points or become stable.

Rolling 1 or 20: When you make a death saving throw and roll a 1 on the d20, it counts as two failures. If you roll a 20 on the d20, you regain 1 hit point and become conscious.

DAMAGE AT ZERO HIT POINTS

If you take any damage while you have 0 hit points, you suffer a death saving throw failure. If the damage is from a critical hit, you suffer two failures instead. If the damage equals or exceeds your hit point maximum, you suffer instant death.

RESURRECTION SPELLS

Animate Dead. Lv 3, 1 min, 10ft., VSM
Corpse or bones become zombie or skeleton for 24hrs.
Revivify. Lv 3, 1 action, touch, VSM
If creature died within the last min., regains 1 hit point.
Raise Dead. Lv 5, 1 hr, touch, 500gp diamond
If creature died within 10 days, regains 1 hit point. -4 to attacks, checks saves. Drops by 1 per day.
Reincarnate. Lv 5, 1 hr, touch, 1,000gp oils
If creature died within 10 days, creates new body. DM rolls for race.
Resurrection. Lv 7, 1 hr, touch, 1,000gp diamond
If creature died within 100 yrs, regains all hit points. -4 to attacks, checks saves. Drops by 1 per day.
True Resurrection. Lv 9, 1 hr, touch, 25,000gp diamonds
If creature died within 200 yrs, regains all hit points. Can create a new body.

EXPLORATION

Pace	Min	Hr	Day
Fast	400 ft	4 mi	30 mi
Normal	300 ft	3 mi	24 mi
Slow	200 ft	2 mi	18 mi

Fast Pace: -5 to Passive Perception.
Forced march: Make a CON save DC10 each hour (DC+1 for each hr beyond 8 hrs): 1 level of exhaustion for a failure.
Navigate: Try to prevent group from becoming lost. Wisdom (Survival) check when DM calls for it.
Draw a map: Record group's progress, helps characters get back on course if lost. No ability check required.
Track: Follow tracks of another creature. Wisdom (Survival) check when DM calls for it.
Forage: Look for ready sources of food and water. Wisdom (Survival) check when DM calls for it.

Long jump: Jump up to STR in feet (halved from standing start).
High jump: Leap 3 +STR upwards. (halved from standing start). Arms reach half the creature's height.

Climbing, **swimming**, **crawling** and **difficult terrain** add 1 foot of movement per foot of movement.

SPECIAL MOVEMENT RULES

Flying: If knocked prone, speed reduced to 0, or otherwise deprived of ability to move, creature falls, unless able to hover or held aloft by magic (e.g. Fly spell).
Falling: 1d6 bludgeoning damage for every 10 feet fallen (max 20d6), lands prone, unless it avoids taking damage from the fall.
Suffocation: Creature can hold breath for no. of mins equal to 1 + CON (min 30secs). When creature runs out of breath, it survives for no. of rounds equal to CON (min 1 round). At start of its next turn, it drops to 0 hit points and is dying.

Carrying: Strength score x15 in lbs. Double for each size category above Medium. **Lift \ Push \ Drag** double.

LIGHT AND VISION

Light Level	Description
Lightly obscured	Dim light, patchy fog or foliage. *Disadvantage on sight based Perception checks.*
Heavily obscured	Darkness, opaque fog, or dense foliage – blocks vision entirely. *Blinded condition.*
Bright light	Daylight, torches, lanterns, fires, and other sources of illumination.
Dim light	Shadows, twilight/dawn, moonlight, edge of torchlight.
Darkness	Unlit dungeon/underground, moonless night, magical darkness
Blindsight	Perceive surroundings without relying on sight.
Darkvision	See in darkness as if the darkness were dim light, cannot see colors.

Light Source	Bright	Dim	Time
Candle	5' R	+5' R	1hr
Lamp	15' R	+30' R	6hr
Lantern, Bullseye	60' cone	+60' cone	6hr
Lantern, Hooded	30' R	+30' R	6hr
Torch	20' R	+20' R	1hr
Continual Flame	20' R	+20' R	
Dancing Lights		10' R	1min
Faerie Fire		10' R	1min
Flame Blade	10' R	+10' R	10min
Flaming Sphere	20' R	+20' R	1min
Holy Aura		5' R	1min
Light	20' R	+20' R	1hr
Moonbeam		5' R cyl	1min
Prismatic Wall	100'	+100'	10min
Wall of Fire	60'	+60'	1min

EXHAUSTION

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

An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if a creature's exhaustion level is reduced below 1.

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

FOOD
One pound of food per day, or make food last longer by subsisting on half rations. Half pound of food a day counts as half day "without food". Normal day eating resets count to zero.

A character can go without food for 3 +CON days (minimum 1). At the end of each day beyond that limit, a character suffers one level of exhaustion.

WATER
One gallon of water per day, or two if the weather is hot. A character who drinks half must succeed on a DC15 Con saving throw or suffer one level of exhaustion at end of day. Less water automatically fails.

If the character already has one or more levels of exhaustion, the character takes two levels in either case.

RESTING
Short Rest: 1 hour, spend one or more hit-die; recover hit-die roll + CON modifier HP.
Long Rest: 8 hours (max. 2 hours on watch); recover all HP, regain a total of half your max hit-die.

Must have at least 1 hit point at the start of the rest to gain these benefits. Once per 24 hours.

Combat

1. **Determine surprise.**
2. **Establish positions.**
3. **Roll initiative.** d20 + DEX (Dexterity ability check)
4. **Each round, take turns in Initiative order.**

On your turn, you can move a distance up to your speed and take one action. You can also interact with one object or feature of the environment for free, during either your move or your action.

Surprise

Compare Dexterity (Stealth) checks of anyone hiding with the passive Wisdom (Perception) score of each creature on the opposing side. Any character or monster that doesn't notice a threat is surprised at the start of the encounter.

A surprised creature may not move, take an action or use a reaction until that turn ends.

Cover

Half cover: +2 AC and Dexterity saves.
Three-quarters cover: +5 AC and Dexterity saves.
Total cover: can't be targeted directly by an attack or a spell. Area-of-effect spells may still have effect.

Resistance/Vulnerability

Damage resistance: Damage of that type is halved.
Damage vulnerability: Damage of that type is doubled.

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 (can be thrown). Ability modifiers are not added to the damage of the bonus attack, unless that modifier is negative.

Ranged Attacks in Close Combat

A creature making a ranged attack has disadvantage on the attack roll if it is within 5 feet of a hostile creature who can see it and who isn't incapacitated.

Attacks Against Prone Creatures

Attackers within 5 feet have advantage on attacks against prone creatures. Outside of 5 feet, attacks have disadvantage.

Combat Actions

Attack

Make one melee or ranged attack.

1. **Choose a target.** Pick a target within your attack's range: a creature, an object, or a location.
2. **Determine modifiers.** The DM determines whether the target has cover and whether you have advantage or disadvantage against the target. Spells, special abilities, and other effects can apply penalties or bonuses to your attack roll.
3. **Resolve the attack.** If the d20 roll for an attack is a 20, the attack is a hit and is a critical hit. If the d20 roll for an attack is a 1, it is a miss.

Critical Hit: Roll the attack's damage dice twice, then add modifiers as normal.

Attacking Underwater. Melee has disadvantage unless creature has swim speed or is using dagger, javelin, shortsword, spear, or trident.
Ranged has disadvantage unless using crossbow, a net, or javelin-like. Auto miss beyond weapon's normal range. Fully immersed creatures have resistance to fire damage.

Opportunity Attacks: Use a reaction to make a melee attack against a creature that moves out of reach. The attack interrupts the provoking creature's movement, right before the creature leaves your reach. Forced movement and teleportation do not trigger an opportunity attack.

Cast a Spell

Each spell has a casting time, which specifies whether the caster must use an action, a reaction, minutes, or even hours to cast the spell.

Dash

Double your speed after applying any modifiers.

Disengage

Movement does not provoke opportunity attacks for the rest of the turn.

Dodge

Until the start of your next turn, any attack roll made against you has Disadvantage if you can see the attacker, and Dexterity saving throws have Advantage. This ends if you are incapacitated (see Conditions) or if your speed drops to 0.

Help

The targeted creature gains Advantage on the next ability check it makes to perform the task, provided that it makes the check before the start of your next turn. Alternatively, aid a friendly creature in attacking a creature within 5 feet. If the ally attacks the target before your next turn, the first attack roll is made with Advantage.

Hide

Make a Dexterity (Stealth) check in an attempt to hide.

Search

Devote your attention to finding something. Depending on the nature of your search, the DM might have you make a Wisdom (Perception) check or an Intelligence (Investigation) check.

Use an Object

Interact with an object.

Ready

Act later in the round using your reaction. Decide what perceivable circumstance will trigger the reaction. Then, choose the action taken in response, or choose to move up to your speed in response to it. When the trigger occurs, you can either take your reaction right after the trigger finishes or ignore the trigger. If a spell is readied it is cast as normal and release with a reaction when the trigger occurs. To be readied, a spell must have a casting time of 1 action, and holding onto the spell's magic requires concentration (explained in chapter 10). If your concentration is broken, the spell dissipates without taking effect.

Grappling and Shoving

Use an Attack action to grapple or shove. The target must be no more than one size larger than you, and it must be within your reach. You make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check.

A successful shove pushes the target 5 feet away from you. A successful grapple subjects the target to the grappled condition, and they can be dragged around by you, but your movement speed is halved.

Conditions and States

Blinded
A blinded creature can't see and automatically fails any ability check that requires sight. Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

Charmed
A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects. The charmer has advantage on any ability check to interact socially with the creature.

Deafened
A deafened creature can't hear and automatically fails any ability check that requires hearing.

Frightened
A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight. The creature can't willingly move closer to the source of its fear.

Grappled
A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed. The condition ends if the grappler is incapacitated. The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect.

Incapacitated
An incapacitated creature can't take actions or reactions.

Invisible
An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves. Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

Paralyzed
A paralyzed creature is incapacitated and can't move or speak, and automatically fails Strength and Dexterity saving throws. Attacks against the creature have advantage, and are a critical hit if the attacker is within 5 feet of the creature.

Petrified
A petrified creature is transformed, along with any nonmagical object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging. The creature is incapacitated, can't move or speak, and is unaware of its surroundings. Attack rolls against the creature have advantage. The creature automatically fails Strength and Dexterity saving throws. The creature has resistance to all damage. The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

Poisoned
A poisoned creature has disadvantage on attack rolls and ability checks.

Prone
A prone creature's only movement option is to crawl (see Movement), unless it stands up and thereby ends the condition. The creature has disadvantage on attack rolls. An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage. Standing from prone costs half movement.

Restrained
A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed. Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage. The creature has disadvantage on Dexterity saving throws.

Stunned
A stunned creature is incapacitated, can't move, and can speak only falteringly. The creature automatically fails Strength and Dexterity saving throws. Attack rolls against the creature have advantage.

Unconscious
An unconscious creature is incapacitated and paralyzed. The creature drops whatever it's holding and falls prone. The creature automatically fails Strength and Dexterity saving throws. Attacks against the creature have advantage, and is a critical hit if the attacker is within 5 feet of the creature.

Death and Resurrection

Instant Death: When damage reduces you to 0 hit points and there is damage remaining, you die if the remaining damage equals or exceeds your hit point maximum.

Falling Unconscious: If damage reduces you to 0 hit points and fails to kill you, you fall unconscious (see Conditions). This ends if you regain any hit points.

Death Saving Throws
Whenever you start your turn with 0 hit points, roll a d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become stable. On your third failure, you die. The number of both is reset to zero when you regain any hit points or become stable.

Rolling 1 or 20: When you make a death saving throw and roll a 1 on the d20, it counts as two failures. If you roll a 20 on the d20, you regain 1 hit point and become conscious.

Damage at Zero Hit Points
If you take any damage while you have 0 hit points, you suffer a death saving throw failure. If the damage is from a critical hit, you suffer two failures instead. If the damage equals or exceeds your hit point maximum, you suffer instant death.

Resurrection Spells
Animate Dead. Lv 3, 1 min, 10ft., VSM
Corpse or bones become zombie or skeleton for 24hrs.
Revivify. Lv 3, 1 action, touch, VSM
If creature died within the last min., regains 1 hit point.
Raise Dead. Lv 5, 1 hr, touch, 500gp diamond
If creature died within 10 days, regains 1 hit point. -4 to attacks, checks saves. Drops by 1 per day.
Reincarnate. Lv 5, 1 hr, touch, 1,000gp oils
If creature died within 10 days, creates new body. DM rolls for race.
Resurrection. Lv 7, 1 hr, touch, 1,000gp diamond
If creature died within 100 yrs, regains all hit points. -4 to attacks, checks saves. Drops by 1 per day.
True Resurrection. Lv 9, 1 hr, touch, 25,000gp diamonds
If creature died within 200 yrs, regains all hit points. Can create a new body.

Character Abilities

Strength	Dexterity	Constitution
Athletics	Acrobatics	*Concentration*
	Sleight of Hand	
	Stealth	

Intelligence	Wisdom	Charisma
Arcana	Animal Handling	Deception
History	Insight	Intimidation
Investigation	Medicine	Performance
Nature	Perception	Persuasion
Religion	Survival	

Skill Checks

DC	Task Difficulty	DC	Task Difficulty
5	Very easy	20	Hard
10	Easy	25	Very hard
15	Medium	30	Nearly impossible

Passive Checks: 10 + standard modifiers.

Working Together: One person gets Advantage.

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

Contests: Participants make appropriate ability checks, with all appropriate bonuses and penalties. Higher check total wins. That character or monster either succeeds at the action or prevents the other one from succeeding. In a tie, the situation remains the same as before.

Tools / Kits: Ability check roll can include Proficiency bonus (if proficient with it) and a relevant skill modifier.

Concentration: DC = ½ dmg taken (minimum DC 10).

Weapons

Weapon	Prop	Dmg	Weapon	Prop	Dmg
Simple Melee					
Club	L	d4 B	Light Hammer	LT	d4 B
Dagger	FLT	d4 P	Mace		d6 B
Great Club	2	d8 B	Quarterstaff	V	d6 B
Handaxe	LT	d6 S	Sickle	L	d4 S
Javelin	T	d6 P	Spear	TV	d6 P
Simple Ranged					
Crossbow, lt	AL2	d8 P	Shortbow	A2	d6 P
Dart	FT	d4 P	Sling	A	d4 B
Martial Melee					
Battleaxe	V	d8 S	Morningstar		d8 P
Flail		d8 B	Pike	HR2	d10 P
Glaive	HR2	d10 S	Rapier	F	d8 P
Greataxe	H2	d12 S	Scimitar	FL	d6 S
Greatsword	H2	2d6 S	Shortsword	FL	d6 P
Halberd	HR2	d10 S	Trident	TV	d6 P
Lance	RS	d12 P	War Pick		d8 P
Longsword	V	d8 S	Warhammer	V	d8 B
Maul	H2	2d6 B	Whip	FR	d4 S
Martial Ranged					
Blowgun	AL	1 P	Crossbow, hvy	AHD2	d10 P
Crossbow, hnd	ALD	d6 P	Longbow	AH2	d8 P

Ammo **F**inesse **H**eavy **L**ight **R**each **S**pecial **T**hrown **2**-Handed loa**D**ing

Healing

Source	Heal	Source	Heal
Potions			
Regular	2d4 +2	Superior	8d4 +8
Greater	4d4 +4	Supreme	10d4 +20
Spells			
Healing Word	1d4^ +mod	Cure Wounds	1d8^ +mod
Mass H.W. 6T	1d4^ +mod	Mass C.W. 6T	3d8^ +mod
Pr. of Healing	2d8^ +mod	Heal	70^
Regenerate	4d8 +15	Mass Heal	600

Traps and Damage

Danger	Save DC	Atk Bonus	1-4	5-10	11-16	17-20
Minor	10-11	+ 3-5	d6	d10	2d10	4d10
Major	12-15	+ 6-8	d10	2d10	4d10	8d10
Grave	16-20	+ 9-12	2d10	4d10	8d10	12d10

Example	Damage
Light blow, rudimentary trap, burn	1d6
Heavy blade, short fall, arcanic burst	1d10
Magic strike, crushed, large beast attack	2d10
Long hazard exposure, cave-in, explosion	4d10
Lightning, long fall, eruption	5d10

Objects

Material	AC	Material	AC	Material	AC
Cloth/Paper	11	Glass / Ice	13	Stone	17
Rope	11	Wood	15	Iron / Steel	19
Crystal	13	Bone	15	Mithril	21

Size	Examples	Weak	Tough
Tiny	bottle, lock	1d4	2d4
Small	chest, chain	1d6	3d6
Medium	barrel, chandelier	1d8	4d6
Large	cart, window	1d10	5d10

Page References

CHARACTER ABILITIES

STRENGTH	DEXTERITY	CONSTITUTION
Athletics	Acrobatics	*Concentration*
	Sleight of Hand	
	Stealth	

INTELLIGENCE	WISDOM	CHARISMA
Arcana	Animal Handling	Deception
History	Insight	Intimidation
Investigtion	Medicine	Performance
Nature	Perception	Persuasion
Religion	Survival	

SKILL CHECKS

DC	TASK DIFFICULTY	DC	TASK DIFFICULTY
5	Very easy	20	Hard
10	Easy	25	Very hard
15	Medium	30	Nearly impossible

Passive Checks: 10 + standard modifiers.

Working Together: One person gets Advantage.

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

Contests: Participants make appropriate ability checks, with all appropriate bonuses and penalties. Higher check total wins. That character or monster either succeeds at the action or prevents the other one from succeeding. In a tie, the situation remains the same as before.

Tools / Kits: Ability check roll can include Proficiency bonus (if proficient with it) and a relevant skill modifier.

Concentration: DC = ½ dmg taken (minimum DC 10).

WEAPONS

WEAPON	PROP	DMG	WEAPON	PROP	DMG
Simple Melee					
Club	L	d4 B	Light Hammer	LT	d4 B
Dagger	FLT	d4 P	Mace		d6 B
Great Club	2	d8 B	Quarterstaff	V	d6 B
Handaxe	LT	d6 S	Sickle	L	d4 S
Javelin	T	d6 P	Spear	TV	d6 P
Simple Ranged					
Crossbow, lt	AL2	d8 P	Shortbow	A2	d6 P
Dart	FT	d4 P	Sling	A	d4 B
Martial Melee					
Battleaxe	V	d8 S	Morningstar		d8 P
Flail		d8 B	Pike	HR2	d10 P
Glaive	HR2	d10 S	Rapier	F	d8 P
Greataxe	H2	d12 S	Scimitar	FL	d6 S
Greatsword	H2	2d6 S	Shortsword	FL	d6 P
Halberd	HR2	d10 S	Trident	TV	d6 P
Lance	RS	d12 P	War Pick		d8 P
Longsword	V	d8 S	Warhammer	V	d8 B
Maul	H2	2d6 B	Whip	FR	d4 S
Martial Ranged					
Blowgun	AL	1 P	Crossbow, hvy	AHD2	d10 P
Crossbow, hnd	ALD	d6 P	Longbow	AH2	d8 P

Ammo Finesse Heavy Light Reach Special Thrown 2-Handed loaDing

HEALING

SOURCE	HEAL	SOURCE	HEAL
Potions			
Regular	2d4 +2	Superior	8d4 +8
Greater	4d4 +4	Supreme	10d4 +20
Spells			
Healing Word	1d4^ +mod	Cure Wounds	1d8^ +mod
Mass H.W. 6T	1d4^ +mod	Mass C.W. 6T	3d8^ +mod
Pr. of Healing	2d8^ +mod	Heal	70^
Regenerate	4d8 +15	Mass Heal	600

TRAPS AND DAMAGE

DANGER	DC	ATK	1-4	5-10	11-16	17-20
Minor	10-11	+ 3-5	d6	d10	2d10	4d10
Major	12-15	+ 6-8	d10	2d10	4d10	8d10
Grave	16-20	+ 9-12	2d10	4d10	8d10	12d10

EXAMPLE	DAMAGE
Light blow, rudimentary trap, burn	1d6
Heavy blade, short fall, arcanic burst	1d10
Magic strike, crushed, large beast attack	2d10
Long hazard exposure, cave-in, explosion	4d10
Lightning, long fall, eruption	5d10

OBJECTS

MATERIAL	AC	MATERIAL	AC	MATERIAL	AC
Cloth/Paper	11	Glass / Ice	13	Stone	17
Rope	11	Wood	15	Iron / Steel	19
Crystal	13	Bone	15	Mithril	21

SIZE	EXAMPLES	WEAK	TOUGH
Tiny	bottle, lock	1d4	2d4
Small	chest, chain	1d6	3d6
Medium	barrel, chandelier	1d8	4d6
Large	cart, window	1d10	5d10

PAGE REFERENCES

EXPLORATION

PACE	MIN	HR	DAY
Fast	400 ft	4 mi	30 mi
Normal	300 ft	3 mi	24 mi
Slow	200 ft	2 mi	18 mi

Fast Pace: -5 to Passive Perception.

Forced march: Make a CON save DC10 each hour (DC+1 for each hr beyond 8 hrs): 1 level of exhaustion for a failure.

Navigate: Try to prevent group from becoming lost. Wisdom (Survival) check when DM calls for it.

Draw a map: Record group's progress, helps characters get back on course if lost. No ability check required.

Track: Follow tracks of another creature. Wisdom (Survival) check when DM calls for it.

Forage: Look for ready sources of food and water. Wisdom (Survival) check when DM calls for it.

Long jump: Jump up to STR in feet (halved from standing start).

High jump: Leap 3 +STR upwards. (halved from standing start). Arms reach half the creature's height.

Climbing, swimming, crawling and **difficult terrain** add 1 foot of movement per foot of movement.

SPECIAL MOVEMENT RULES

Flying: If knocked prone, speed reduced to 0, or otherwise deprived of ability to move, creature falls, unless able to hover or held aloft by magic (e.g. Fly spell).

Falling: 1d6 bludgeoning damage for every 10 feet fallen (max 20d6), lands prone, unless it avoids taking damage from the fall.

Suffocation: Creature can hold breath for no. of mins equal to 1 + CON (min 30secs). When creature runs out of breath, it survives for no. of rounds equal to CON (min 1 round). At start of its next turn, it drops to 0 hit points and is dying.

Carrying: Strength score x15 in lbs. Double for each size category above Medium. **Lift \ Push \ Drag** double.

LIGHT AND VISION

LIGHT LEVEL	DESCRIPTION
Lightly obscured	Dim light, patchy fog or foliage. *Disadvantage on sight based Perception checks.*
Heavily obscured	Darkness, opaque fog, or dense foliage – blocks vision entirely. *Blinded condition.*
Bright light	Daylight, torches, lanterns, fires, and other sources of illumination.
Dim light	Shadows, twilight/dawn, moonlight, edge of torchlight.
Darkness	Unlit dungeon/underground, moonless night, magical darkness
Blindsight	Perceive surroundings without relying on sight.
Darkvision	See in darkness as if the darkness were dim light, cannot see colors.

LIGHT SOURCE	BRIGHT	DIM	TIME
Candle	5' R	+5' R	1hr
Lamp	15' R	+30' R	6hr
Lantern, Bullseye	60' cone	+60' cone	6hr
Lantern, Hooded	30' R	+30' R	6hr
Torch	20' R	+20' R	1hr
Continual Flame	20' R	+20' R	
Dancing Lights		10' R	1min
Faerie Fire		10' R	1min
Flame Blade	10' R	+10' R	10min
Flaming Sphere	20' R	+20' R	1min
Holy Aura		5' R	1min
Light	20' R	+20' R	1hr
Moonbeam		5' R cyl	1min
Prismatic Wall	100'	+100'	10min
Wall of Fire	60'	+60'	1min

EXHAUSTION

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

An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if a creature's exhaustion level is reduced below 1.

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

FOOD

One pound of food per day, or make food last longer by subsisting on half rations. Half pound of food a day counts as half day "without food". Normal day eating resets count to zero.

A character can go without food for 3 +CON days (minimum 1). At the end of each day beyond that limit, a character suffers one level of exhaustion.

WATER

One gallon of water per day, or two if the weather is hot. A character who drinks half must succeed on a DC15 Con saving throw or suffer one level of exhaustion at end of day. Less water automatically fails.

If the character already has one or more levels of exhaustion, the character takes two levels in either case.

RESTING

Short Rest: 1 hour, spend one or more hit-die; recover hit-die roll + CON modifier HP.

Long Rest: 8 hours (max. 2 hours on watch); recover all HP, regain a total of half your max hit-die.

Must have at least 1 hit point at the start of the rest to gain these benefits. Once per 24 hours.

COMBAT

1. **Determine surprise.**
2. **Establish positions.**
3. **Roll initiative.** d20 + DEX (Dexterity ability check)
4. **Each round, take turns in Initiative order.**

On your turn, you can move a distance up to your speed and take one action. You can also interact with one object or feature of the environment for free, during either your move or your action.

SURPRISE

Compare Dexterity (Stealth) checks of anyone hiding with the passive Wisdom (Perception) score of each creature on the opposing side. Any character or monster that doesn't notice a threat is surprised at the start of the encounter.

A surprised creature may not move, take an action or use a reaction until that turn ends.

COVER

Half cover: +2 AC and Dexterity saves.
Three-quarters cover: +5 AC and Dexterity saves.
Total cover: can't be targeted directly by an attack or a spell. Area-of-effect spells may still have effect.

RESISTANCE / VULNERABILITY

Damage resistance: Damage of that type is halved.
Damage vulnerability: Damage of that type is doubled.

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 (can be thrown). Ability modifiers are not added to the damage of the bonus attack, unless that modifier is negative.

RANGED ATTACKS IN CLOSE COMBAT

A creature making a ranged attack has disadvantage on the attack roll if it is within 5 feet of a hostile creature who can see it and who isn't incapacitated.

ATTACKS AGAINST PRONE CREATURES

Attackers within 5 feet have advantage on attacks against prone creatures. Outside of 5 feet, attacks have disadvantage.

COMBAT ACTIONS

ATTACK

Make one melee or ranged attack.

1. **Choose a target.** Pick a target within your attack's range: a creature, an object, or a location.
2. **Determine modifiers.** The DM determines whether the target has cover and whether you have advantage or disadvantage against the target. Spells, special abilities, and other effects can apply penalties or bonuses to your attack roll.
3. **Resolve the attack.** If the d20 roll for an attack is a 20, the attack is a hit and is a critical hit. If the d20 roll for an attack is a 1, it is a miss.

Critical Hit: Roll the attack's damage dice twice, then add modifiers as normal.

Attacking Underwater. Melee has disadvantage unless creature has swim speed or is using dagger, javelin, shortsword, spear, or trident.
Ranged has disadvantage unless using crossbow, a net, or javelin-like. Auto miss beyond weapon's normal range.
Fully immersed creatures have resistance to fire damage.

Opportunity Attacks: Use a reaction to make a melee attack against a creature that moves out of reach. The attack interrupts the provoking creature's movement, right before the creature leaves your reach. Forced movement and teleportation do not trigger an opportunity attack.

CAST A SPELL

Each spell has a casting time, which specifies whether the caster must use an action, a reaction, minutes, or even hours to cast the spell.

DASH

Double your speed after applying any modifiers.

DISENGAGE

Movement does not provoke opportunity attacks for the rest of the turn.

DODGE

Until the start of your next turn, any attack roll made against you has Disadvantage if you can see the attacker, and Dexterity saving throws have Advantage. This ends if you are incapacitated (see Conditions) or if your speed drops to 0.

HELP

The targeted creature gains Advantage on the next ability check it makes to perform the task, provided that it makes the check before the start of your next turn. Alternatively, aid a friendly creature in attacking a creature within 5 feet. If the ally attacks the target before your next turn, the first attack roll is made with Advantage.

HIDE

Make a Dexterity (Stealth) check in an attempt to hide.

SEARCH

Devote your attention to finding something. Depending on the nature of your search, the DM might have you make a Wisdom (Perception) check or an Intelligence (Investigation) check.

USE AN OBJECT

Interact with an object.

READY

Act later in the round using your reaction. Decide what perceivable circumstance will trigger the reaction. Then, choose the action taken in response, or choose to move up to your speed in response to it. When the trigger occurs, you can either take your reaction right after the trigger finishes or ignore the trigger. If a spell is readied it is cast as normal and release with a reaction when the trigger occurs. To be readied, a spell must have a casting time of 1 action, and holding onto the spell's magic requires concentration (explained in chapter 10). If your concentration is broken, the spell dissipates without taking effect.

GRAPPLING AND SHOVING

Use an Attack action to grapple or shove. The target must be no more than one size larger than you, and it must be within your reach. You make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check.

A successful shove pushes the target 5 feet away from you. A successful grapple subjects the target to the grappled condition, and they can be dragged around by you, but your movement speed is halved.

CONDITIONS AND STATES

BLINDED
A blinded creature can't see and automatically fails any ability check that requires sight. Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

CHARMED
A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects. The charmer has advantage on any ability check to interact socially with the creature.

DEAFENED
A deafened creature can't hear and automatically fails any ability check that requires hearing.

FRIGHTENED
A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight. The creature can't willingly move closer to the source of its fear.

GRAPPLED
A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed. The condition ends if the grappler is incapacitated. The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect.

INCAPACITATED
An incapacitated creature can't take actions or reactions.

INVISIBLE
An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves. Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

PARALYZED
A paralyzed creature is incapacitated and can't move or speak, and automatically fails Strength and Dexterity saving throws. Attacks against the creature have advantage, and are a critical hit if the attacker is within 5 feet of the creature.

PETRIFIED
A petrified creature is transformed, along with any nonmagical object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging. The creature is incapacitated, can't move or speak, and is unaware of its surroundings. Attack rolls against the creature have advantage. The creature automatically fails Strength and Dexterity saving throws. The creature has resistance to all damage. The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

POISONED
A poisoned creature has disadvantage on attack rolls and ability checks.

PRONE
A prone creature's only movement option is to crawl (see Movement), unless it stands up and thereby ends the condition. The creature has disadvantage on attack rolls. An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage. Standing from prone costs half movement.

RESTRAINED
A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed. Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage. The creature has disadvantage on Dexterity saving throws.

STUNNED
A stunned creature is incapacitated, can't move, and can speak only falteringly. The creature automatically fails Strength and Dexterity saving throws. Attack rolls against the creature have advantage.

UNCONSCIOUS
An unconscious creature is incapacitated and paralyzed. The creature drops whatever it's holding and falls prone. The creature automatically fails Strength and Dexterity saving throws. Attacks against the creature have advantage, and is a critical hit if the attacker is within 5 feet of the creature.

DEATH AND RESURRECTION

Instant Death: When damage reduces you to 0 hit points and there is damage remaining, you die if the remaining damage equals or exceeds your hit point maximum.

Falling Unconscious: If damage reduces you to 0 hit points and fails to kill you, you fall unconscious (see Conditions). This ends if you regain any hit points.

DEATH SAVING THROWS
Whenever you start your turn with 0 hit points, roll a d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become stable. On your third failure, you die. The number of both is reset to zero when you regain any hit points or become stable.

Rolling 1 or 20: When you make a death saving throw and roll a 1 on the d20, it counts as two failures. If you roll a 20 on the d20, you regain 1 hit point and become conscious.

DAMAGE AT ZERO HIT POINTS
If you take any damage while you have 0 hit points, you suffer a death saving throw failure. If the damage is from a critical hit, you suffer two failures instead. If the damage equals or exceeds your hit point maximum, you suffer instant death.

RESURRECTION SPELLS

Animate Dead. Lv 3, 1 min, 10ft., VSM
Corpse or bones become zombie or skeleton for 24hrs.

Revivify. Lv 3, 1 action, touch, VSM
If creature died within the last min., regains 1 hit point.

Raise Dead. Lv 5, 1 hr, touch, 500gp diamond
If creature died within 10 days, regains 1 hit point. -4 to attacks, checks saves. Drops by 1 per day.

Reincarnate. Lv 5, 1 hr, touch, 1,000gp oils
If creature died within 10 days, creates new body. DM rolls for race.

Resurrection. Lv 7, 1 hr, touch, 1,000gp diamond
If creature died within 100 yrs, regains all hit points. -4 to attacks, checks saves. Drops by 1 per day.

True Resurrection. Lv 9, 1 hr, touch, 25,000gp diamonds
If creature died within 200 yrs, regains all hit points. Can create a new body.

CHARACTER ABILITIES

STRENGTH	DEXTERITY	CONSTITUTION
Athletics	Acrobatics	*Concentration*
	Sleight of Hand	
	Stealth	

INTELLIGENCE	WISDOM	CHARISMA
Arcana	Animal Handling	Deception
History	Insight	Intimidation
Investigation	Medicine	Performance
Nature	Perception	Persuasion
Religion	Survival	

SKILL CHECKS

DC	TASK DIFFICULTY	DC	TASK DIFFICULTY
5	Very easy	20	Hard
10	Easy	25	Very hard
15	Medium	30	Nearly impossible

Passive Checks: 10 + standard modifiers.
Working Together: One person gets Advantage.
Group Checks: Everyone attempting the same action rolls. If at least half the group beats the DC, the effort succeeds.

Contests: Participants make appropriate ability checks, with all appropriate bonuses and penalties. Higher check total wins. That character or monster either succeeds at the action or prevents the other one from succeeding. In a tie, the situation remains the same as before.

Tools / Kits: Ability check roll can include Proficiency bonus (if proficient with it) and a relevant skill modifier.

Concentration: DC = ½ dmg taken (minimum DC 10).

WEAPONS

WEAPON	PROP	DMG	WEAPON	PROP	DMG
Simple Melee					
Club	L	d4 B	Light Hammer	LT	d4 B
Dagger	FLT	d4 P	Mace		d6 B
Great Club	2	d8 B	Quarterstaff	V	d6 B
Handaxe	LT	d6 S	Sickle	L	d4 S
Javelin	T	d6 P	Spear	TV	d6 P
Simple Ranged					
Crossbow, lt	AL2	d8 P	Shortbow	A2	d6 P
Dart	FT	d4 P	Sling	A	d4 B
Martial Melee					
Battleaxe	V	d8 S	Morningstar		d8 P
Flail		d8 B	Pike	HR2	d10 P
Glaive	HR2	d10 S	Rapier	F	d8 P
Greataxe	H2	d12 S	Scimitar	FL	d6 S
Greatsword	H2	2d6 S	Shortsword	FL	d6 P
Halberd	HR2	d10 S	Trident	TV	d6 P
Lance	RS	d12 P	War Pick		d8 P
Longsword	V	d8 S	Warhammer	V	d8 B
Maul	H2	2d6 B	Whip	FR	d4 S
Martial Ranged					
Blowgun	AL	1 P	Crossbow, hvy	AHD2	d10 P
Crossbow, hnd	ALD	d6 P	Longbow	AH2	d8 P

Ammo **F**inesse **H**eavy **L**ight **R**each **S**pecial **T**hrown **2**-Handed loa**D**ing

HEALING

SOURCE	HEAL	SOURCE	HEAL
Potions			
Regular	2d4 +2	Superior	8d4 +8
Greater	4d4 +4	Supreme	10d4 +20
Spells			
Healing Word	1d4^ +mod	Cure Wounds	1d8^ +mod
Mass H.W. 6T	1d4^ +mod	Mass C.W. 6T	3d8^ +mod
Pr. of Healing	2d8^ +mod	Heal	70^
Regenerate	4d8 +15	Mass Heal	600

TRAPS AND DAMAGE

DANGER	DC	ATK	1-4	5-10	11-16	17-20
Minor	10-11	+ 3-5	d6	d10	2d10	4d10
Major	12-15	+ 6-8	d10	2d10	4d10	8d10
Grave	16-20	+ 9-12	2d10	4d10	8d10	12d10

EXAMPLE	DAMAGE
Light blow, rudimentary trap, burn	1d6
Heavy blade, short fall, arcanic burst	1d10
Magic strike, crushed, large beast attack	2d10
Long hazard exposure, cave-in, explosion	4d10
Lightning, long fall, eruption	5d10

OBJECTS

MATERIAL	AC	MATERIAL	AC	MATERIAL	AC
Cloth/Paper	11	Glass / Ice	13	Stone	17
Rope	11	Wood	15	Iron / Steel	19
Crystal	13	Bone	15	Mithril	21

SIZE	EXAMPLES	WEAK	TOUGH
Tiny	bottle, lock	1d4	2d4
Small	chest, chain	1d6	3d6
Medium	barrel, chandelier	1d8	4d6
Large	cart, window	1d10	5d10

PAGE REFERENCES

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