

Weapons and Equipment

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

Armor Requirements: Heavy armors have a STR requirement - if not met, results in a 10-foot speed penalty.

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

Heavy Weapons: Small creatures have disadvantage when using heavy weapons.

Loading Weapons: You can fire only once from a weapon with this property when you use an action, bonus action, or reaction, regardless of your number of attacks.

Ranged Attacks: Disadvantage at long range or within 5'.

Reach Weapons: Add 5 feet to character's melee attack range.

Thrown Weapons: May use these for melee or ranged attacks. Both use same abilities.

Two Weapons: When attacking with a light melee weapon with one hand, use bonus action to attack with off-hand light melee weapon. Don't add ability modifier to the damage of the bonus attack, unless negative.

Versatile Weapons: Can be used one- or two-handed.

Movement

Difficult Terrain: Increases the movement cost by 1 foot, per each foot moved.

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

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

Movement While Prone: Crawling costs an extra foot of speed per foot. Crawling through difficult terrain costs an additional foot of speed.

Combat Actions

Attack: d20 + ability modifier + proficiency + other modifiers. Hit if total \geq Armor Class (AC).

Dash: Spend action to move your speed again.

Disengage: Move without provoking attacks of opportunity.

Dodge: Attacks against have disadvantage. DEX saves have advantage.

Help: Helped creature gets advantage on roll.

Grappling: STR (Athletics) vs STR (Athletics) / DEX (Acrobatics). Use action to escape, STR (Athletics) / DEX (Acrobatics) vs STR (Athletics). Can drag or carry at ½ speed.

Opportunity Attack: Reaction to make one melee attack on creature that moves out of reach. Interrupts movement.

Ready Action: Act later in a round on a **reaction** to trigger.

Other Topics

Cover: ½ Cover +2 AC and DEX saves. ¾ Cover +5 AC and DEX saves. Total Cover – can't be targeted.

Damage Resistance: Take half damage from resisted damage types.

Damage Vulnerability: Take double damage from vulnerable damage types.

0 HP: If damage reduces you to 0 HP, you fall unconscious and must make death saving throws.

Death Saving Throws: Roll 1d20. 10+ is a success, otherwise a fail. Rolling "1" is 2 fails, "20" wakes at 1 HP. 3 successes and creature stabilizes, 3 fails and you die.

Stabilized: Has 0 HP but doesn't make death saving throws. Remains unconscious.

Damage at 0 HP: Suffer a death saving throw failure and no longer stable.

Medicine Skill: A dying creature or player can be stabilized with a DC 10 medicine check.

Suffocating: Creature can hold breath equal to minutes = 1 + CON modifier (min. 30 secs). Next turn, drop to 0 HP.

Spell Mechanics

Spell Save DC: 8 + Proficiency Bonus + Ability Modifier.

Spell Attack Modifier: Proficiency Bonus + Ability Modifier.

Spellcasting in armor: Requires proficiency in that armor.

Concentration: Casting another spell which requires concentration or being incapacitated breaks concentration. If damaged, you must make a CON saving throw to maintain concentration. The DC equals 10 or half the damage you took.

Rituals: Takes 10 minutes longer to cast, but doesn't expend a spell slot. Must have ritual tag.

Skills

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.

Conditions

Blinded: Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

Charmed: A charmed creature can't attack the charmer. The charmer has advantage on any social ability check.

Deafened: Automatically fails any ability check that requires hearing.

Frightened: 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.

Incapacitated: Can't take actions or reactions.

Invisible: Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

Paralyzed: Considered incapacitated. Attacks against have advantage. Attacks against within 5 feet are critical hits. Fails STR and DEX saves. Can't move or speak.

Petrified: Transformed into stone. Considered incapacitated. Attacks against have advantage. Fails STR and DEX saves.

Resistance to all damage. Immune to poison and disease. Can't move or speak. Unaware of surroundings.

Poisoned: Has disadvantage on attack rolls and ability checks.

Prone: Attacks have disadvantage. Attacks against within 5' have advantage, over 5' have disadvantage.

Restrained: Attacks and DEX saves have disadvantage. Attacks against have advantage. Speed is 0.

Stunned: Considered incapacitated. Attacks against have advantage. Fails STR and DEX saves. Can't move and can speak falteringly.

Unconscious: Considered incapacitated. Drops prone. Attacks against have advantage. Attacks against within 5 feet are critical hits. Fails STR and DEX saves. Can't move or speak. Unaware of surroundings.

General Gameplay

Saving Throw: d20 + ability modifier + proficiency (by class) + other modifiers

Advantage & Disadvantage: Roll 2d20 instead of 1d20. For advantage, take the higher number; for disadvantage, the lower. If both apply, only roll 1d20

Contests: Both parties roll, success is compared to the opposing party's roll rather than a DC number.

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

Passive Checks: 10 + Modifiers + Advantage (+5) or Disadvantage (-5)

Carrying Capacity: You can carry 15 x STR pounds.

Push, Drag, Lift: You can push, drag, or lift objects weighing up to twice your carrying capacity. Pushing or dragging weight greater than your Carrying Capacity reduces speed by 5 feet.

Travel Pace: Normal = 24 miles/day. Fast = 30 miles/day (-5 on passive perception). Slow = 18 miles/day (can use stealth).

Size and Strength: For each size category above Medium, double the Carrying Capacity. For Tiny creatures, halve it.

Encumbrance: Carrying over 5x STR subtracts 10 feet from move speed. Carrying over 10x STR results in a penalty of 20 feet to move speed, and disadvantage on rolls using STR, DEX, or CON.

Lightly Obscured Condition: Areas with light obscurity, such as dim light, patchy fog, or moderate foliage cause disadvantage on sight-based perception checks.

Heavily Obscured Condition: Heavily obscured areas, such as those with dense foliage, complete darkness, or opaque fog, render those within effectively blind.

Short Rest: At least 1 hour. Can spend 1 hit die per character level for healing. Roll hit die and add constitution bonus.

Long Rest: At least 8 hours. Regain all hit points, and spent hit dice up to half character levels. Cannot benefit from more than 1 long rest per 24 hours.

