

ACTIONS IN COMBAT (p192 PH; p271 DMG)

Attack

Cast Spell

Dash—Move twice your speed.

Disengage—Don't provoke opportunity atks for rest of turn.

Dodge—Avoiding atks. Atks against you—disadv. Make DEX s/throws w/adv (unless incapacitated).

Help—Aid another creature. Adv on next ability check. OR, Distract tgt, ally gets 1st atk w/adv, if before your next turn.

Hide—DEX (Stealth) to hide vs passive or active WIS (Perception).

Ready—act later in round. Describe what triggers reaction, then action you take in response. Spell—cast but hold until trigger. Requires concentration.

Search—All attention on finding things. WIS (Perception) or INT(Investigation).

Use an Object

Grapple—(Special melee atk) Tgt no more than 1 size larger. STR (Athl) check vs STR (Athl) or DEX(Acro).

Success—tgt = grappled condition.

Escape grapple—STR (Athletics) or DEX (Acrobatics) check vs your STR (Athletics).

Move grappled creature—drag or carry. ½ spd, unless tgt 2+ sizes smaller.

Climb onto bigger creature—Use grappling. To dislodge creature, STR (Athletics) check vs smaller creature's STR (Athletics) or DEX (Acrobatics).

Disarm—Use weapon atk to knock weapon or item from grasp. Atk roll vs STR (Athletics) or DEX (Acrobatics) check. On success, item dropped. Tgt larger, adv on ability check. If smaller, disadv.

Mark—Make melee atk, also mark tgt. Until end next turn opp atks against target have adv. 1 opp atk p/turn.

Overrun—Move thru hostile space. STR (Athl) vs STR (Athl) (Adv if lgr; disadv is smaller) If win contest, move through space once this turn.

Shove aside—(Special melee atk) STR (Athletics) w/ disadv vs STR (Athletics) or DEX (Acrobatics). On success, move tgt 5' to side. Tgt no more than 1 size lgr. (See Shoving a Creature p195 PH)

Tumble—Through hostile creature's space. Action or bonus action, DEX (Acrobatics) vs DEX (Acrobatics). On success, tumble through space, once this turn.

TWO-WEAPON FIGHTING (p195 PH)

Light weapons in both hands, use attack action to attack with weapon in one hand, take a bonus action to attack with a different light weapon in off-hand. Don't add ability modifier unless it is negative. If weapon has thrown property you can use them.

RANGED ATTACK IN CLOSE COMBAT (p195 PH) (Weapon or spell)

Disadv on attack roll if within 5' of enemy who can see you or isn't incapacitated.

OPPORTUNITY ATTACK (p195 PH)

Moving past or moving away from enemy can provoke opportunity attack. Use reaction to make one melee attack to interrupts provoking creature's movement. Triggered by moving out of reach of creature. You don't provoke opportunity attack if forced to move. Avoid taking opportunity attacks by using Disengage action.

COMBAT (p189-198 PH)

1. Determine surprise
2. Establish positions
3. Roll initiative
4. Take turns
5. Begin next round

On your turn:

- **Move**—a distance up to your speed
- Take **ONE** action
- **Bonus action**, if class feature, spell, or other ability lets you (one p/turn)

Reaction—instant response to a trigger occurring on your or someone else's turn. Can't take another until start of your next turn.

MOVEMENT (p181-182, 190-192 PH)

Move up to your speed. Can include jumping, climbing and swimming.

Breaking up Your Move (p190 PH)

Move between attacks—eg. Move; attack; move (up to your speed).

Different speed—eg. speed + fly speed which you can move between.

Difficult terrain (p182 PH)—Move half speed.

Drop Prone (p190 PH)—Without using any of your speed.

Stand up—costs half your speed. You can't stand up if you don't have enough movement left or speed is 0.

Climb, Swim, Crawl (p182 PH)—1 foot movement costs 1 extra foot unless you have a climb or swim speed Climbing difficult surface or swimming in rough water may require a successful STR(Athletics) check.

Jumping (p182 PH)—Strength determines how far you can jump.

Long Jump—Move at least 10' on foot immediately before jump. Cover up

SURPRISE (p189 PH)

Can't move or take action on first turn. Can't take reaction until your first turn ends. If character doesn't notice a threat, they are surprised at the start of the encounter.

DAMAGE RESISTANCE & VULNERABILITY (p197 PH)

Resistance to damage type— 1/2 dmg

Vulnerability to damage type— Damage is doubled

FALLING (p183 PH)

1d6 bludgeoning for every 10' fallen to max 20d6. Lands prone unless avoid damage from the fall.

to your Strength score.

Standing jump—cover half that distance

Low obstacle—No taller than ¼ jump's distance. STR(Athletics) check to clear it

Landing in difficult terrain— DEX (Acrobatics) check to land on feet, otherwise land prone.

High jump—Leap into air 3+STR modifier if move at least 10'. If extend arms above head, distance = height of jump +1 ½ times your height.

Standing high jump—cover half that distance

To jump higher than normal— STR (Athletics)

COVER (p196 PH)

Half Cover— +2 to AC and DEX s/throws. At least ½ body covered. (eg. low wall; creature (ally or enemy))

Three-quarters cover— +5 to AC and DEX s/throws. (eg. portcullis; large tree trunk; arrow slit)

Total cover—Can't be targeted by attack or spell (unless target is included in an area of effect)

Hitting cover (optional rule) (p272 DMG)—(Ranged atks into combat) If attack would have hit target's AC without cover, but missed with the cover, then the cover is hit. If the cover is a creature (enemy or ally) it will take damage.

DEATH & DYING (p197-198 PH)

Fall unconscious—Damage reduces you to 0 hp. Ends if regain hit points (eg. from healing received). See 'death saving'.

Instant death—Damage reduces you to 0 & remaining damage equals or exceeds total hp. You die!

Death saving throws—If unconscious make death saving throws.

Roll d20. >10 you succeed. <10 you fail and slip closer to death.

Three successes—you are stable but still unconscious. Hp reset to 0.

Three failures—you die!

Reset to zero—if you regain hp or are stabilised. Starts again if receive more damage.

Roll 1—counts as two failures

Roll 20—regain 1 hp

Stabilising—An ally can use an action to administer first aid. Succeed on a DC10 Wisdom (Medicine) check. Remain unconscious. If not healed stable creature regains 1 hp after 1d4 hours.

Incapacitate—If you want to knock a creature out reduce it to 0hp with a melee attack. Choice can be made when damage is dealt. Creature is unconscious and stable.

Potions—Requires an action to drink or administer it. (p139 DMG)

VISION & LIGHT (p183-184 PH)

Blindsight—Does not use sight to perceive its surroundings. Other senses are heightened or they can use echolocation.

Darkvision—Can see in darkness up to a specified range as though it was dim light thus areas of darkness are dimly obscured. Cannot see in colour, only in greys.

Truesight—Able to see in normal and magical darkness. Can see invisible creatures. Can detect visual illusions. Can see natural form of shapechangers or those changed by magic. Can see into the Ethereal Plane.

Lightly obscured—eg. patchy fog, foliage. Disadvantage on Wisdom (Perception) checks relying on sight.

Heavily obscured—eg. dense fog or foliage. Blocks vision. Blinded condition.

Bright light—eg. daylight or torches, lanterns, etc. (up to specified radius).

Dim light—eg. shadowed areas, twilight & dawn, bright moonlight.

Darkness—eg. any unlit area or magical darkness. Heavily obscured.

EXHAUSTION (p291 PH)

Effected by some special abilities, environmental hazards.

Lvl	Effect
1	Disadv on ability checks
2	Speed halved
3	Disadv on atk & s/throws
4	Hp maximum halved
5	Speed reduced to 0
6	Death

Cumulative. If suffer another effect while already exhausted, lvl will incr.
Finishing a long rest reduces exhaustion lvl by 1.

CONDITIONS (p290 PH)

Blinded—Can't see; auto fail ability checks requiring sight; Attacks against have advantage; Attacks made have disadv.

Charmed—Can't attack or target the charmer; Charmer has advantage on ability checks to interact socially.

Deafened—Can't hear; Auto fails ability checks that require hearing.

Frightened—Disadv on ability checks & attacks while source is in line of sight; Can't move closer to source of fear.

Grappled—Speed = 0; Can't benefit from any bonus to speed; Ends if grappler incapacitated or if effect moves grappled creature out of reach from grappler.

Incapacitated—Can't take actions or reactions.

Invisible—Can't be seen without aid of magic or a special sense; Creature is heavily obscured; Can be detected by any noise it makes or tracks left; Attacks against have disadvantage; Attacks creature makes has advantage.

Paralysed—Incapacitated; Can't move or speak; Auto fail Str and Dex saving throws; Attacks have advantage against; Attack from within 5' that hit is an auto critical hit.

Petrified—Turned to stone (or other solid inanimate substance), inc. held non-magical objects; Weight = x10; Ceases aging; Can't move, speak and is unaware of surroundings; Attack against has advantage; Auto fail Str and Dex saving throws; Resistance to all damage; Immune to poison and disease (unless already in system, then it is suspended).

Poisoned—Disadvantage of attack rolls and ability checks.

Prone—Movement = crawl, unless stand up; Disadvantage on attacks; Attacks against have advantage if within 5' otherwise disadvantage.

Restrained—Speed = 0; Can't benefit from any bonus to speed; Attacks against have advantage; Attacks made have disadvantage; Disadvantage on Dex saving throws.

Stunned—Incapacitated; Can't move; Speak falteringly; Auto fail Str and Dex saving throws; Atks against have adv.

Unconscious—Incapacitated; Can't move or speak; Unaware of surroundings; Drops whatever holding and falls prone; Auto fail Str and Dex saving throws; Attacks against have advantage; Attack from within 5' that hit is an auto critical hit.

DIFFICULTY CLASS (DC)

—the target an ability check, skill check or saving throw has to meet. The DM sets these. You will not be told these but common ones used are:

Very easy	= DC 5
Easy	= DC 10
Medium	= DC 15
Hard	= DC 20
Very hard	= DC 25
Nearly impossible	= DC30

SUFFOCATING (p183 PH)

Can hold breath for a number of mins = to 1 + CON modifier (min 30s). Run out of breath or choking, survive no. rounds = to CON mod (min 1 round). Drops to 0hp at start of next turn. Can't regain hp or be stabilised until can breath again.

OBJECT ARMOUR CLASS (p246 DMG)		
	AC	
Cloth, paper, rope	11	
Crystal, Glass, Ice	13	
Wood, bone	15	
Stone	17	
Iron, steel	19	
Mithral	21	
Adamantine	23	
OBJECT HP		
	Fragile	Resilient
Tiny (Bottle, lock)	2(1d4)	5 (2d4)
Small (Chest, lute)	2 (1d6)	10 (3d6)
Medium (Barrel, chandelier)		
	4 (1d8)	18 (4d8)
Large (Cart, 10'x10' window)		
	5 (1d10)	27 (5d10)

LIGHT SOURCES

Candle—1hr. bright light 5' radius. Dim light for further 5'.

Lamp—6hrs w/flask (1pt) oil. Bright light 15' radius, dim light for further 30'.

Lantern (Bullseye)—6hrs w/flask (1pt) oil. Bright light 60' cone. Dim light for further 60'.

Lantern (Hooded)—6hrs w/flask (1pt) oil. Bright light 30' radius. Dim light for further 30'. As action, can lower hood to reduce to dim light 5' radius.

Torch—1hr. Bright light 20' radius. Dim light for further 20'. Melee atk w/burning torch—on hit, deal 1 fire dmg

TRAVEL PACE (p182 PH)

Pace	Minute	Hour	Day	Effect
Fast	400'	4 miles	30 miles	-5 to passive Wisdom(Perception) scores
Normal	300'	3 miles	24 miles	--
Slow	200'	2 miles	18 miles	Able to use stealth

FORCED MARCH—(p181 PH) Each hr beyond 8 hrs travelling, make CON s/throw. DC = 10 + 1 for each hr beyond 8. On fail, suffer 1 lvl exhaustion.

ABILITY CHECKS

Strength—Physical force & athleticism - Athletics

Dexterity—Agility, reflexes & balance - Acrobatics; Sleight of Hand; Stealth

Constitution—Stamina & health

Intelligence—Memory & reason - Arcana; History; Investigation; Nature; Religion

Wisdom—Perceptiveness, intuition & willpower - Animal Handling; Insight; Medicine; Perception; Survival

Charisma—Social influence & confidence - Deception; Intimidation; Performance; Persuasion

LIFTING & CARRYING (p176 PH)

Carrying capacity—Strength score x 15

Push, drag, or lift—2 x carrying capacity (30 x STR score); Speed drops to 5'

Encumbrance (Optional Rule) (p176 PH)
 Encumbered = 5 x STR score; Speed drops by 10'
 Heavily encumbered = 10 x STR score; Speed drops by 20'; disadv on ability checks, attack rolls, & saving throws that use STR, DEX, CON.

SPELLCASTING (p203 PHB)

Concentration spells end if you:

- Cast another spell requiring concentration
- Take damage—CON s/throw = 10 or half dmg you take (whichever is higher).
- Are incapacitated or killed

Environmental conditions may factor in—DC10 CON s/throw to maintain concentration.

Bonus Action—If cast spell w/casting time of bonus action, can't cast another spell during same turn other than cantrip w/casting time of 1 action.

OTHER USEFUL / FURTHER INFORMATION FROM THE PH & DMG GUIDE

- Armour Table** (p145 PH)
- Adventuring Gear** (p150 PH)
- Chases** (pp252-256 DMG)
- Container Capacity** (p153 PH)
- Difficulty Class** (p238 DMG)
- Disease** (p256-257 DMG)
- Expenses** (p157 PH)
- Food, Drink & Lodging** (p158 PH)
- Group Checks** (p175 PH)
- Improvised Damage** (eg. burned; struck by lightning) (p249 DMG)
- Injuries** (p272 DMG)
- Levelling Up** (p15 PH & see class information)
- Massive Damage** (p273 DMG)
- Mounts & Vehicles** (p157 PH)
- Multiple ability checks** (p237 DMG)
- Objects** (Armour class) (p246 DMG)
- Passive Checks** (p175 PH)
- Poison** (p257-258 DMG)
- Proficiency** (p239 DMG)
- Saving Throws** (p 179 PH & p238 DMG)
- Social Interaction** (Conversation reaction) (p245 DMG)
- Tools** (p154 PH)
- Tracking** (p244 DMG)
- Weapon Table** (p149 PH)
- Spells - Areas of Effect** (p204 PH)

COINAGE	Cp	Sp	Ep	Gp	Pp
Copper	1	1/10	1/50	1/100	1/1000
Silver	10	1	1/5	1/10	1/100
Electrum	50	5	1	1/2	1/20
Gold	100	10	2	1	1/10
Platinum	1,000	100	50	10	1

Information published by Wizards of the Coast

- ◇ *Player's Handbook*, 2014
- ◇ *Dungeon Master's Guide*, 2014

Further new rule options available from

- ◇ *Xanathar's Guide to Everything*, 2017

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