Actions in Combat

ATTACK: Make a melee or ranged attack.

CAST A SPELL: Spell must have a casting time of 1 action.

CLIMB ONTO BIGGER CREATURE: Athletics or Acrobatics vs. Acrobatics. If successful, you climb on and treat target's space as difficult terrain. Target may take an action to make an Athletics check against your Athletics or Acrobatics to dislodge you.

DASH: Move extra distance equal to your current speed.

DISARM: Attack roll vs. target's Athletics or Acrobatics. No damage on success, but target drops held item. Attack has disadvantage if target item is being held in both hands.

DISENGAGE: Your movement this turn does not provoke attacks of opportunity.

DODGE: Attacks made against you have disadvantage and you have advantage on Dexterity saving throws until the start of your next turn. No longer applies if your speed drops to 0 or you are incapacitated.

ESCAPE GRAPPLE: Athletics or Acrobatics vs. Athletics.

FIRST AID: DC 10 Medicine to stabilize dying creature.

GRAPPLE: Replaces one attack. Athletics vs. Athletics or Acrobatics. On success, target becomes Grappled. Cannot be used on creatures more than one size larger than you.

HELP: Give target advantage on next ability check they make before the start of your next turn, or on an attack against a creature within 5 feet of you before the start of your next turn.

HIDE: Make a stealth check to become hidden.

MARK: Can mark target in addition to melee attack. Your opportunity attacks against marked target have advantage until start of your next turn and do not use your reaction. You are still limited to 1 per turn.

OVERRUN: Athletics vs. Athletics to move through an opponent's space. Advantage if larger than target, disadvantage if smaller.

READY: Ready an action to use later when a certain trigger occurs. Using this is a reaction and does not interrupt the trigger. Spells require concentration until they go off.

SHOVE: As Grapple, but can choose to push 5 feet away or knock prone. Can try to shove aside to another space within 5 feet of you, but roll at disadvantage.

TUMBLE: Acrobatics vs. Acrobatics to move through an opponent's space.

Cover

HALF COVER: +2 to AC and Dexterity saves.

3/4 COVER: +5 to AC and Dexterity saves.

TOTAL COVER: Cannot be directly targeted.

Travel Pace & Resting

Pace	Hour	Day	Effects
Fast	4 miles	30 miles	-5 penalty to passive Perception
Normal	3 miles	24 miles	————
Slow	2 miles	18 miles	Able to use Stealth

FORCED MARCH: At the end of each hour, a character must make a Constitution save with a DC of 10 + the number of hours over 8 they have traveled that day. Failure gains them a level of exhaustion.

SHORT REST: 1 hour. Spend hit dice to regain HP.

LONG REST: 8 hours. Regain full HP and half of your maximum hit dice.

Conditions

BLINDED: Automatically fail sight-dependent checks, disadvantage to your attacks, advantage to hostile attacks.

CHARMED: Cannot hurt or attack the charmer. Charmer has advantage on social ability checks.

DEAFENED: Automatically fail all hearing-dependent checks.

FRIGHTENED: Disadvantage on checks and attacks while source of fear is in line of sight. Cannot deliberately move closer to source of fear.

GRAPPLED: Speed reduced to 0, no bonuses apply. Ends when grappler is incapacitated, you escape, or you are forcibly separated. Grappler can move with you at half speed.

INCAPACITATED: Cannot take actions or reactions.

INVISIBLE: Heavily obscured while hiding; you still make noise and tracks. Advantage while attacking, hostiles have disadvantage.

PARALYZED: Incapacitated, cannot move or speak. Auto-fail Strength and Dexterity saves. Hostiles have advantage. Attacks that hit you from within 5 feet are automatic critical hits.

PETRIFIED: Your weight increases tenfold. You are incapacitated and unaware of your surroundings. Hostiles have advantage. Auto-fail Strength and Dexterity saves. Resist all damage, poison, and disease.

POISONED: You have disadvantage on attack rolls and ability checks.

PRONE: Can only crawl at half speed until you stand up. Attacks have disadvantage. Hostiles have advantage within 5 feet and disadvantage over 5 feet. Standing up uses half of your base movement.

RESTRAINED: Speed reduced to 0. Your attacks and Dexterity saves have disadvantage. Hostiles have advantage.

STUNNED: Incapacitated, cannot move, and speaks haltingly and in fragments. Auto-fail Strength and Dexterity saves. Hostiles have advantage.

UNCONSCIOUS: Incapacitated, prone, cannot move or speak, and unaware of surroundings. Auto-fail Strength and Dexterity saves. Hostiles have advantage. Attacks that hit you from within 5 feet are automatic critical hits.

Stealth

HIDING: Stealth vs. Perception (if searching) or Passive Perception (if not searching). Cannot hide while engaged in melee.

LIGHTLY OBSCURED: Disadvantage on Perception check.

HEAVILY OBSCURED: See Blinded.

Exhaustion

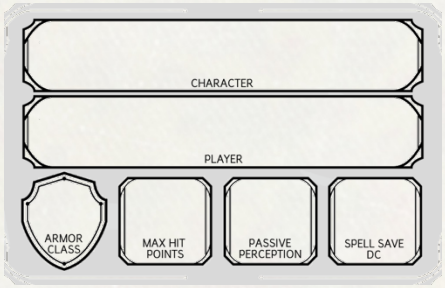
Level	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit Point maximum halved
5	Speed reduced to 0
6	Death

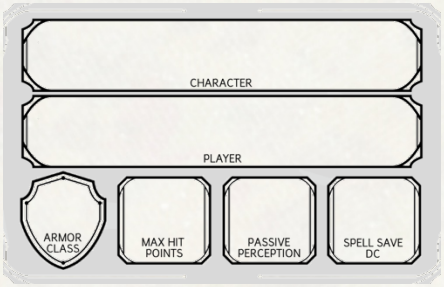
Donning & Doffing Armor

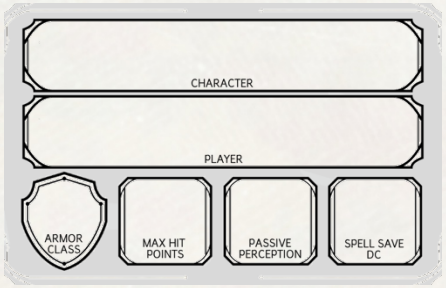
Category	Don	Doff
Light	1 min.	1 min.
Medium	5 min.	1 min.
Heavy	10 min.	5 min.
Shield	1 action	1 action

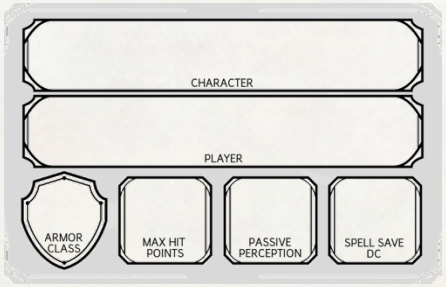
Advancement

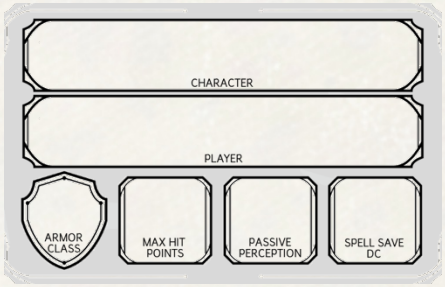
Level	XP	Proficiency
1	0	+2
2	300	+2
3	900	+2
4	2,700	+2
5	6,500	+3
6	14,000	+3
7	23,000	+3
8	34,000	+3
9	48,000	+4
10	64,000	+4
11	85,000	+4
12	100,000	+4
13	120,000	+5
14	140,000	+5
15	165,000	+5
16	195,000	+5
17	225,000	+6
18	265,000	+6
19	305,000	+6
20	355,000	+6

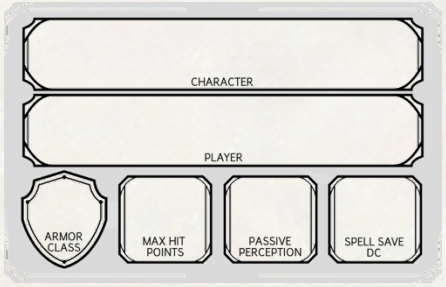


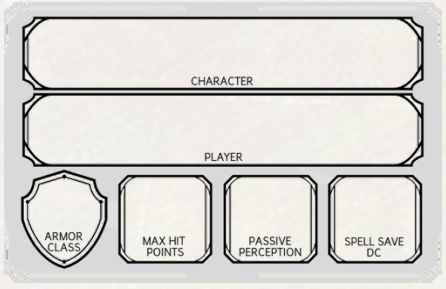


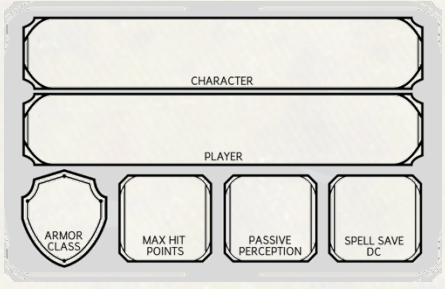












Targets in Area of Effect

Cone	Size ÷ 10 (round up)
Cube or Square	Size ÷ 5 (round up)
Cylinder	Radius ÷ 5 (round up)
Line	Length ÷ 30 (round up)
Sphere or Cicle	Radius ÷ 5 (round up

Things that Break Concentration

CASTING ANOTHER SPELL THAT REQUIRES CONCENTRATION: You cannot concentrate on two spells at once. You **can**, however, cast spells that do not require concentration while concentrating on a different spell.

TAKING DAMAGE OR OVERWHELMING DISTRACTION: Make a Constitution save with a DC of 10 or half the damage you took, whichever is higher. If you fail the saving throw, your concentration ends. Make a separate saving throw for each source of damage.

BEING INCAPACITATED OR KILLED: Duh.

Spellcasting Requirements

SPELLCASTING FOCUS: Can replace material component. Holy symbol must be held or worn visibly.

VERBAL COMPONENT (V): Cannot cast while gagged or in area of silence.

SOMATIC COMPONENT (S): Must have free use of at least one hand to perform gestures.

MATERIAL COMPONENT (M): Must have specific components required by the spell on their person. If components are consumed by the spell, must provide enough components for each casting. Must have one hand free to access the components.

A CLEAR PATH TO THE TARGET: Target cannot be behind total cover. If you try to cast an area of effect spell with something in the way, the area of effect begins on the near side of the obstruction.

Overlapping Spells

Spells can only overlap with different spells. While two instances of one spell overlap, the version of the spell with the higher numbers is applied.

Death & Dying

INSTANT DEATH: If you drop to 0 HP and there is damage remaining that exceeds your maximum HP, you die instantly.

DEATH SAVING THROWS: If you start your turn with 0 HP, roll a d20. On a 10 or higher, you succeed; on a 9 or lower, you fail. At three successes, you are stabilized; at three failures, you are dead. A natural 20 counts as 2 successes, a natural 1 counts as 2 failures.

DAMAGE WHILE DYING: You suffer a saving throw failure if you take damage while dying.

STABILIZING: Stable creatures do not make death saving throws and regain 1 HP after 1d4 hours.

Vision

BLINDSIGHT: A creature with Blindsight can perceive its surroundings without seeing them, within a specific radius.

DARKVISION: Within a specified range, a creature with Darkvision sees dim light as if it were bright light. Additionally, it sees all darkness as dim light, though it can only perceive shades of gray.

(Dis)Advantage

ADVANTAGE:

- Attacking an unaware target
- Attacking a blinded, paralyzed, restrained, petrified, stunned, or unconscious target
- Attacking a prone target in melee
- Flanking

DISADVANTAGE:

- Attacking while blinded, frightened, poisoned, prone, or restrained
- Attacking a prone target at range
- Attacking a dodging target
- Perception checks in lightly obscured environment
- Ranged weapon attacks while engaged in melee
- Ranged weapon attacks at long range

Special Movement

LONG JUMP: Up to Strength score in feet with 10 foot running start and half that distance with a standing start. If landing on difficult terrain, DC 10 Acrobatics or fall prone.

HIGH JUMP: Up to 3 + Strength mod feet with 10 foot running start and half that height with a standing start.

FLIGHT: If a flying creature is knocked prone, has its speed reduced to 0, or is otherwise prevented from moving, it falls and takes 1d10 damage for every 10 feet it plummets. The ability to hover or magical means of flight negate this.

UNDERWATER COMBAT: Creatures that do not have a swim speed have disadvantage on melee attacks not made with a dagger, shortsword, spear, or trident. Ranged weapons cannot hit beyond their normal range, and have disadvantage unless they are crossbows, nets, or javelin-type throwing weapons.

Creatures immersed in water have resistance to fire damage.

MOUNTED COMBAT: A willing creature that is one size larger than you and physically capable of carrying you can serve as a mount. You can mount or dismount a creature within 5 feet of you once during your move, though this costs half your movement speed.

If an effect moves your mount against its will or you are knocked prone while you are mounted, make a DC 10 Dexterity save or be thrown off. You have advantage on this check if using a saddle. If your mount is knocked prone, you may take a reaction to land on your feet; otherwise, you fall prone within 5 feet of your mount.

A mount that is not acting independently moves as you direct it, and may take the Dash, Disengage, and Dodge actions. A controlled mount can act on the turn you mount it. If the mount provokes an opportunity attack while you're on it, the attacker can choose to either target you or the mount.

Environment

FALLING: Falling deals 1d6 bludgeoning damage for every 10 feet you fall, up to 20d6.

SUFFOCATING: You can hold breath for a number of minutes equal to 1 + your Constitution modifier (minimum 30 seconds). Afterwards, you can last a number of rounds equal to your Constitution modifier (minimum 1) but drop to 0 and starts dying at start of your next turn afterwards.

FOOD: You need 1 pound of food per day. Half rations count as half a day without food. You can go without food for a number of days equal to 3 + your Constitution modifier (minimum 1). Afterwards, you take a level of exhaustion at the end of each day without food.

WATER: You need 1 gallon of water per day, 2 in hot weather. Half water requires DC 15 Constitution save; if you fail, you take a level of exhaustion at the end of the day. Not drinking any water causes an automatic level of exhaustion at the end of the day. If you already have a level of exhaustion, take 2 levels instead.

Skills & Checks

STRENGTH: Athletics

DEXTERITY: Acrobatics, Sleight of Hand, Stealth

CONSTITUTION: Concentration

INTELLIGENCE: Arcana, History, Investigation, Nature, Religion

WISDOM: Animal Handling, Insight, Medicine, Perception, Survival

CHARISMA: Deception, Intimidation, Performance, Persuasion

Container Capacity

Container	Capacity
Backpack	1 cubic foot / 30 lbs. gear
Barrel	40 gallons liquid, 4 cubic feet solid
Basket	2 cubic feet / 40 lbs. gear
Bottle	1½ pints liquid
Bucket	3 gallons liquid, 1/2 cubic foot solid
Chest	12 cubic feet / 300 lbs. gear
Flask or Tankard	1 pint liquid
Jug or Pitcher	1 gallon liquid
Pot	1 gallon liquid
Pouch	1/5 cubic foot / 6 lbs. gear
Sack	1 cubic foot / 30 lbs. gear
Vial	4 ounces liquid
Waterskin	4 pints liquid

Animals, Supplies, and Vehicles

Animal	Cost	Speed	Carrying Capacity
Camel	50 gp	50 ft.	480 lbs.
Donkey or Mule	8 gp	40 ft.	420 lbs.
Elephant	200 gp	40 ft.	1,320 lbs.
Horse, draft	50 gp	40 ft.	540 lbs.
Horse, riding	75 gp	60 ft.	480 lbs.
Mastiff	25 gp	40 ft.	195 lbs.
Pony	30 gp	40 ft.	225 lbs.
Warhorse	400 gp	60 ft.	540 lbs.

Item	Cost	Weight
Barding	×4*	×2*
Bit and Bridle	2 gp	1 lb.
Carriage	100 gp	600 lbs.
Cart	15 gp	200 lbs.
Chariot	250 gp	100 lbs.
Feed (per day)	5 cp	10 lbs.
Saddle		
Exotic	60 gp	40 lbs.
Military	20 gp	30 lbs.
Pack	5 gp	15 lbs.
Riding	10 gp	25 lbs.
Saddlebags	4 gp	8 lbs.
Sled	20 gp	300 lbs.
Stabling (per day)	5 sp	——
Wagon	35 gp	400 lbs.

** Cost and weight multiplier for equivalent humanoid armor*

Vehicle	Cost	Speed
Galley	30,000 gp	4 mph
Keelboat	3,000 gp	1 mph
Longship	10,000 gp	3 mph
Rowboat	50 gp	1½ mph
Sailing Ship	10,000 gp	2 mph
Warship	25,000 gp	2½ mph

Lifestyle Expenses

Lifestyle	Price per Day
Wretched	0
Squalid	1 sp
Poor	2 sp
Modest	1 gp
Comfortable	2 gp
Wealthy	4 gp
Aristocratic	10 gp minimum

Food & Lodging

Costs are included in daily lifestyle expenses.

Item	Cost
Ale, gallon	2 sp
Ale, mug	4 cp
Banquet	10 gp per person
Bread, loaf	2 sp
Cheese, hunk	1 sp
Inns (per day)	
Squalid	7 cp
Poor	1 sp
Modest	5 sp
Comfortable	8 sp
Wealthy	2 gp
Aristocratic	4 gp
Meals (per day)	
Squalid	3 cp
Poor	6 cp
Modest	3 sp
Comfortable	5 sp
Wealthy	8 sp
Aristocratic	2 gp
Meat, chunk	3 sp
Wine, common (pitcher)	2 sp
Wine, fine (bottle)	10 gp

Services

Service	Cost
Coach Cab	——
Between towns	3 cp per mile
Within a city	1 cp
Hireling	
Skilled	2 gp per day
Unskilled	2 sp per day
Messenger	2 cp per mile
Road or gate toll	1 cp
Ship's passage	1 sp per mile

XP Target Per Character

Level	Easy	Medium	Hard	Deadly
1	25	50	75	100
2	50	100	150	200
3	75	150	225	400
4	125	250	375	500
5	250	500	750	1100
6	300	600	900	1400
7	350	750	1100	1700
8	450	900	1400	2100
9	550	1100	1600	2400
10	600	1200	1900	2800
11	800	1600	2400	3600
12	1000	2000	3000	4500
13	1100	2200	3400	5100
14	1250	2500	3800	5700
15	1400	2800	4300	6400
16	1600	3200	4800	7200
17	2000	3900	5900	8800
18	2100	4200	6300	9500
19	2400	4900	7300	10900
20	2800	5700	8500	12700

Random Feature Table

D100	Ability	Page	CR Effect
1-4	Aggressive	246	Dmg. +2
5-8	Blood Frenzy	263	Attack +4
9-12	Charm	297	——
13-16	Constrict	43	AC +1
17-20	Damage Transfer	20	2× HP
21-24	Death Burst	212	Dmg. +*X*
25-28	Dive Attack	251	Dmg. +*X*
29-32	Enlarge	122	Dmg. +*X*
33-36	Flyby	251	——
37-40	Grappler	220	——
41-44	Horrifying Visage	23	+ 25% HP
45-48	Innate Spellcasting	——	——
49-52	Leadership	186	——
53-56	Life Drain	300	——
57-60	Nimble Escape	166	AC +4
61-64	Pack Tactics	195	Attack +1
65-68	Redirect Attack	166	——
69-72	Reel	261	——
73-76	Relentless	209	——
77-80	Spider Climb	131	——
81-84	Stench	290	AC +1
85-88	Teleport	55	——
89-92	Tunneler	292	——
93-96	Two Heads	132	——
97-100	Wounded Fury	256	——

Encounter Multipliers

Number of Monsters	Multiplier
1	×1
2	×1.5
3-6	×2
7-10	×2.5
11-14	×3
15 or more	×4

HP Multipliers

Challenge	Resistances	Immunities
1–4	×2	×2
5–10	×1.5	×2
11–16	×1.25	×1.5
17 or more	×1	×1.25

Improvised Damage

Level	Setback	Dangerous	Deadly
1st–4th	1d10	2d10	4d10
5th–10th	2d10	4d10	8d10
11th–16th	4d10	10d10	18d10
17th–20th	10d10	18d10	40d10

Mob Attacks

Determine the minimum d20 roll needed to hit the target's armor class. That number of creatures must attack the target for one of them to hit the target.

d20 Roll Needed to Hit Target	Attackers Needed for One of Them to Hit
1–5	1
6–12	2
13–14	3
15–16	4
17–18	5
19	10
20	20

Size Categories

Size	Space	Hit Dice	Average HP per Die
Tiny	2.5 feet	d4	2.5
Small	5 feet	d6	3.5
Medium	5 feet	d8	4.5
Large	10 feet	d10	5.5
Huge	15 feet	d12	6.5
Gargantuan	≥ 20 feet	d20	10.5

Creature Stats by Challenge Rating

		— Defense —		——— Offense ———			
CR	Prof. Bonus	Armor Class	Hit Points	Attack Bonus	Damage per Round	Save DCs	XP Points
0	+2	≤ 13	1–6	≤ +3	1	≤ 13	0 or 10
1/8	+2	13	7–35	+3	2–3	13	25
1/4	+2	13	36–49	+3	4–5	13	50
1/2	+2	13	50–70	+3	6–8	13	100
1	+2	13	71–85	+3	9–14	13	200
2	+2	13	86–100	+3	15–20	13	450
3	+2	13	101–115	+4	21–26	13	700
4	+2	14	116–130	+5	27–32	14	1,100
5	+3	15	131–145	+6	33–38	15	1,800
6	+3	15	146–160	+6	39–44	15	2,300
7	+3	15	161–175	+6	45–50	15	2,900
8	+3	16	176–190	+7	51–56	16	3,900
9	+4	16	191–205	+7	57–62	16	5,000
10	+4	17	206–220	+7	63–68	16	5,900
11	+4	17	221–235	+8	69–74	17	7,200
12	+4	17	236–250	+8	75–80	17	8,400
13	+5	18	251–265	+8	81–86	18	10,000
14	+5	18	266–280	+8	87–92	18	11,500
15	+5	18	281–295	+8	93–98	18	13,000
16	+5	18	296–310	+9	99–104	18	15,000
17	+6	19	311–325	+10	105–110	19	18,000
18	+6	19	326–340	+10	111–116	19	20,000
19	+6	19	341–355	+10	117–122	19	22,000
20	+6	19	356–400	+10	123–140	19	25,000
21	+7	19	401–445	+11	141–158	20	33,000
22	+7	19	446–490	+11	159–176	20	41,000
23	+7	19	491–535	+11	177–194	20	50,000
24	+7	19	536–580	+12	195–212	21	62,000
25	+8	19	581–625	+12	213–230	21	75,000
26	+8	19	626–670	+12	231–248	21	90,000
27	+8	19	671–715	+13	249–266	22	105,000
28	+8	19	716–760	+13	267–284	22	120,000
29	+9	19	761–805	+13	285–302	22	135,000
30	+9	19	806–850	+14	303–320	23	155,000

DEFENSE: For every 2 points of AC above or below the listed amount for your target challenge, increase or decrease defensive challenge by 1 point.

OFFENSE: For every 2 points of attack bonus or save DC above or below the listed amount for your target challenge, increase or decrease offensive challenge by 1 point.