Actions in Combat p192

During your turn in a combat round, you can perform any one of the following actions.

Improvised Action
Describe an action to the DM. DM sets difficulty if the action is allowed.

Attack
You can make one melee or ranged attack. Some features may allow you to make more than one attack with this action.

Cast a Spell
You can cast any spell that you are capable of casting that has a listed casting time of one action.

Dash
Rather than performing any other action, you spend the entire round moving. This allows you to move twice as far this round. It is effectively a double move action.

Disengage
If you start the round within 5 feet of an opponent that can see you, you can use this action to move away from him without provoking an opportunity attack.

Dodge
This is a total defense action. You spend the round trying to avoid being hit. Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage.

Help
You can use your action to help an ally attack an opponent within 5 feet of you. You don't make an attack yourself, but when your friend attacks, his first attack roll is made with advantage.

Or you can help him with any other task. If you are in position to do so, and your assistance could reasonably be seen to be of help, he will gain advantage on his ability check to accomplish the task.

Hide
The act of hiding requires an action to attempt. You must make a Dexterity (Stealth) check to see if you successfully hide from your opponents.

Ready
You wait for some specific event and then take your action as a reaction. You can still move up to the distance indicated by your move rate, but you can take no other action this round.

1) Specify what the triggering event will be.

This can be anything you think might happen that you can observe. If the event occurs before the start of your turn on the next round you can perform your readied action at that time.

2) What action you will take.

This can be any of the combat actions.

Note: this action will be a reaction and you can only have one reaction per round. If you take another reaction, you lose your readied action, and vice versa.

• If the triggering event occurs, you can choose to not take your readied action.

• If you choose Dash as a readied action, you can move up to your move rate.

• If you choose Cast a Spell as a readied action, you cast the spell during your turn but hold off on releasing the energy of the spell until the triggering event occurs. You must concentrate to hold the spell's energy. Anything that breaks your concentration before the final release of the spell's energy results in the loss of the spell. If the triggering event doesn't occur this round, you can continue to hold the spell with continued concentration into the following round, or you can cast it as an action on your next turn, or you can lose it.

Search
You can use your action to attempt to find something. The DM might require you to make a Wisdom (Perception) check or an Intelligence (Investigation) check.

Use an Object
An object may require an action for you to use it, or you may need to use this action to interact with more than one object in a round.

Exploring p183

Performing these actions while traveling is not watching for danger, and does not contribute their passive Wisdom (Perception) score to the group.

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

Draw a map: No ability check required.

Track: Wisdom (Survival) to follow the tracks of a creature when DM calls for.

Forage: Wisdom (Survival) to find sources of food and water when DM calls for.

Vision and Light p183

Lightly Obscured: Disadvantage on sight based Wisdom (Perception) checks. (**dim light**, patchy fog, moderate foliage)

Heavily Obscured: Creatures in area suffer blinded condition. (**darkness**, opaque fog, dense foliage)

Bright Light: Daylight; radius of torches, lanterns, and fires

Dim Light: Shadows, boundaries between Bright Light and Darkness, dawn, twilight, an exceptionally bright full moon.

Darkness: Night, a darkened room or subterranean vault.

Cover p196

Half Cover: Gives a +2 bonus to AC and Dexterity saving throws.

Three Quarters Cover: Gives a +5 bonus to AC and Dexterity saving throws.

Total Cover: Target cannot be targeted directly by an attack or spell.

Resting p186

Short Rest: A character may spend and roll hit dice to regain hit points, adding his Constitution modifier to each die. A short rest is a period of at least 1 hour, no activity more strenuous than eating, drinking, reading, or tending wounds.

Long Rest: A character regains all lost hit points, and regains hit die up to half of his total capacity. A long rest is a period of at least 8 hours of sleep, interrupted by no more than two hours of light activity such as outlined under short rest.

Damage & Healing p196

Damage Resistance: Halves all damage of that type, after all other modifiers.

Damage Vulnerability: Doubles all damage of that type, after all other modifiers.

At 0 Hit Points: Character has unconscious condition. Whenever a character starts his turn with 0 hp, a death saving throw must be made. Roll 20, on a 10+ you succeed. 3 successes: the character becomes **stable**. 3 failures: the character dies. Successes are not canceled by failures, and do not need to be sequential.

Criticals on Death Saves: A critical success gives the character 1 hp. A critical failure counts as two failures.

Stabilizing: A stable creature doesn't make death saves, but remains at 0 hp, and is unconscious. Will regain 1 hp after 1d4 hours. A DC 10 Wisdom (Medicine) will stabilize a creature.

Spellcasting p201

Spell save DC = 8 + caster's proficiency bonus + his Int modifier

Spell attack modifier = caster's proficiency bonus + his Int modifier

Concentration: Some spells require concentration. Only one spell may be concentrated on at a time. If damaged while concentrating, succeed at a DC 10 Constitution save or the spell fails without spending it's slot.

Advantage/Disadvantage

Roll an extra d20, keep the highest if you have advantage, the lowest if you have disadvantage. Only one extra die can ever be rolled.

Conditions p290

A condition lasts until it is countered or its duration expires. Multiple instances are not cumulative, but do have their own durations.

Blinded
• Cannot see and automatically fails any ability check requiring sight.
• Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

Charmed
• Cannot attack it's charmer or target the charmer with harmful abilities or magical effects.
• Charmer has advantage on any ability to interact socially with the creature.

Deafened
• Cannot hear and automatically fails any ability check requiring hearing.

Frightened
• Has disadvantage on ability checks and attack rolls while the source is within line of sight.
• Can't willingly move closer to the source.

Grappled
• Speed becomes 0, cannot benefit from bonuses to speed.
• Condition ends if grappler is incapacitated.
• Condition ends if and effect removes the grappled creature from the grappler's reach or grappling effect.

Incapacitated
• Can't take actions or reactions.

Invisible
• Impossible to see without the aid of magic or a special sense. While hiding it is heavily obscured. Can be detected by noise it makes or tracks it leaves.
• Attacks against have disadvantage, this creature has advantage on attack rolls.

Paralyzed
• Has incapacitated condition and can't move or speak.
• Automatically fails Strength and Dexterity saving throws.
• Attacks against have advantage.
• If attacker is within 5 feet, all hits against are critical.

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 x10, 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, 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. Otherwise, the attack roll has disadvantage.

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, can't move or speak, and is unaware of its surroundings
• The creature drops whatever it's holding and falls prone.
• The creature automatically fails Strength and Dexterity saving throws.
• Attack rolls against the creature have advantage.
• Any attack that hits the creature is a critical hit if the attacker is within 5 feet.

Exhaustion
Some special abilities and environmental hazards, such as starvation and the long-term effects of freezing or scorching temperatures, can lead to a special condition called exhaustion. Exhaustion is measured in six levels. An effect can give a creature one or more levels of exhaustion, as specified in the effect's description.

Lvl	Effect
1.	Disadvantage on ability checks
2.	Speed halved
3.	Disadvantage on attack rolls and saves
4.	Hit point maximum halved
5.	Speed reduced to 0
6.	Death

If an already exhausted creature suffers another effect that causes exhaustion, its current level of exhaustion increases by the amount specified in the effect's description.

A creature suffers the effect of its current level of exhaustion as well as all lower levels. For example, a creature suffering level 2 exhaustion has its speed halved and has disadvantage on ability checks.

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 exhaustion level 1.

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

Task Difficulty DC

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

Ability Scores and Modifiers

1	-5	16-17	+3
2-3	-4	18-19	+4
4-5	-3	20-21	+5
6-7	-2	22-23	+6
8-9	-1	24-25	+7
10-11	0	26-27	+8
12-13	+1	28-29	+9
14-15	+2	30	+10

SKILLS BY ABILITY SCORE

Strength
• Athletics

Dexterity
• Acrobatics
• Sleight o f Hand
• Stealth

Constitution
• none

Intelligence
• Arcana
• History
• Investigation
• Nature
• Religion

Wisdom
• Animal Handling
• Insight
• Medicine
• Perception
• Survival

Charisma
• Deception
• Intimidation
• Performance
• Persuasion