Playing the Game

1 **The Game Master (GM) describes the situation**
2 **You choose what you want to do** (a dice roll may be required)
3 **The GM narrates the result**

The Dice

The game relies on a 20 sided die (d20) to determine the success or failure of an action. These rolls are called D20 Tests.

You succeed if the roll (adding any modifiers) meets or exceeds the target number of the Difficulty Class (DC) set by the GM.

Advantage.
Roll a d20 twice and use the higher number.

Disadvantage.
Roll a d20 twice and use the lower number.

d20   d12   % die   d100   d10   d8   d6   d4

Your Abilities

Abilities. Determine your characteristics, these are:

Strength (Str)   Dexterity (Dex)   Constitution (Con)
Intelligence (Int)   Wisdom (Wis)   Charisma (Cha)

Ability Scores. Representing your base abilities from 1 to 20 and determine **Ability Modifiers** (positive or negative) which are applied to the Ability Check rolls. '10' is average.

Proficiency Bonus. Bonus determined by your level and used on Ability Checks, Saving Throws, and Attack Rolls.

Ability Check. To determine if you succeed on a specific action, roll a d20 and add your Ability Modifier and Proficiency Bonus.

Ability Scores & Modifiers

1	2-3	4-5	6-7	8-9	10-11	12-13	14-15	16-17	18-19	20-21
-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5

Contest. Both participants in a contest make Ability Checks applying all appropriate bonuses and penalties. The participant with the higher check total wins. If the contest results in a tie, the situation remains.

Saving Throws. Represents an attempt to evade or resist a spell, a trap, a poison, or a similar threat. Roll a d20 and add the appropriate Ability Modifier and your Proficiency Bonus, if you are proficient in the Saving Throw.

Your Skills

Skill Proficiency. Each ability covers a broad range of capabilities (see your character sheet), including skills that you can
• be proficient,
• be half-proficient (half your Proficiency Bonus, rounded down),
• have expertise (double your Proficiency Bonus) in.

Proficiency in a skill demonstrates your focus on that aspect.

Passive Checks. A check without a die roll determined by 10 + all modifiers that normally apply to the check. Advantage add 5, Disadvantage subtract 5 to the total score.

Difficulty Class

Very Easy
Easy
Medium
Hard
Very Hard
Nearly Impossible

DC
DC 5
DC 10
DC 15
DC 20
DC 25
DC 30

Currency

		Worth
Copper	(cp)	1/100
Silver	(sp)	1/10
Electrum	(ep)	1/2
Gold	(gp)	1
Platinum	(pp)	10

Weight   1/3 oz/p

Conditions

A condition effect changes your abilities, usually negatively:

Blinded. You can't see and automatically fail any Ability Check that requires sight. Attack Rolls against you have Advantage, and your Attack Rolls have Disadvantage.

Charmed. You can't attack the charmer or target the charmer with damaging abilities or magical effects.
The charmer has Advantage on any Ability Check to interact with you socially.

Deafened. You can't hear and automatically fail any Ability Check that requires hearing.

Exhaustion. See the Environment section.

Frightened. You have Disadvantage on Ability Checks and Attack Rolls while the source of fear is within line of sight. You can't willingly move closer to the source of fear.

Grappled. Your Speed is 0 and can't increase. You have Disadvantage on Attack Rolls against any target other than the grappler. The grappler can drag or carry you when it moves, but every foot of movement costs it 1 extra foot unless you are Tiny or two or more sizes smaller than it.

Incapacitated. You can't take any Action, Bonus Action, or Reaction. Your Concentration is broken. You can't speak. If you're *Incapacitated* when you roll Initiative, you have Disadvantage on the roll.

Invisible. If you're *Invisible* when you roll Initiative, you have Advantage on the roll. You aren't affected by any effect that requires its target to be seen unless the effect's creator can somehow see you. Any equipment you are wearing or carrying is also concealed. Attack Rolls against you have Disadvantage, and your Attack Rolls have Advantage. If a creature can somehow see you, you don't gain this benefit against that creature.

Paralyzed. You have the *Incapacitated* condition. Your Speed is 0 and can't increase. You automatically fail Str and Dex Saving Throws. Attack Rolls against you have Advantage. Any Attack Roll that hits you is a Critical Hit if the attacker is within 5 feet of you.

Petrified. You are transformed, along with any non-magical objects you are wearing and carrying, into a solid inanimate substance (usually stone). Your weight increases by a factor of ten, and you cease aging. You have the *Incapacitated* condition. Your Speed is 0 and can't increase. Attack Rolls against you have Advantage. You automatically fail Str and Dex Saving Throws. You have Resistance to all damage. You have Immunity to the *Poisoned* condition.

Poisoned. You have Disadvantage on Attack Rolls and Ability Checks.

Prone. Your only movement options are to crawl or to spend an amount of movement equal to half your Speed (round down) to right yourself and thereby end the condition. If your Speed is 0, you can't right yourself. You have Disadvantage on Attack Rolls. An Attack Roll against you has Advantage if the attacker is within 5 feet of you. Otherwise, that Attack Roll has Disadvantage.

Restrained. Your Speed is 0 and can't increase. Attack Rolls against you have Advantage, and your Attack Rolls have Disadvantage. You have Disadvantage on Dex Saving Throws.

Stunned. You have the *Incapacitated* condition. You automatically fail Str and Dex Saving Throws. Attack Rolls against you have Advantage.

Unconscious. You have the *Incapacitated* and *Prone* conditions, and you drop whatever you're holding. When this condition ends, you remain *Prone*. Your Speed is 0 and can't increase. Attack Rolls against you have Advantage. You automatically fail Str and Dex Saving Throws. Any Attack Roll that hits you is a Critical Hit if the attacker is within 5 feet of you. You're unaware of your surroundings.

Heroic Inspiration

Expend it to reroll any die immediately after rolling it.

You must use the new roll.

You can reroll only one die.

Combat Encounter

1. **Determine Surprise.** The GM determines whether anyone involved in the combat encounter is surprised.
2. **Establish Positions.** The GM decides where all the characters and monsters are located. Given the adventurers marching order or their stated positions in the room or other location, the GM figures out where the adversaries are - how far away and in what direction.
3. **Roll Initiative.** Everyone involved in the combat encounter rolls initiative, determining the order of combatants' turns.
4. **Take Turns.** Each participant in the battle lakes a turn in initiative order.
5. **Begin the Next Round.** When everyone involved in the combat has had a turn, the round ends. Repeat Step 4 until the fighting stops. Each round takes 6 seconds in the game.

Initiative

Initiative Roll. When combat starts, every participant makes a Dex check. The GM makes one roll for an entire group of identical creatures. If a combatant is surprised, that combatant has Disadvantage on their Initiative Roll.

Initiative Order. The GM ranks the combatants in the Initiative Order from the one with the highest Dex check total to the one with the lowest.

Your Turn

On Your Turn.

You get one of each in any order:

- **Movement**
- **Action / Attack**
- **Bonus Action**
- **Free Action** to interact

On or Outside Your Turn.

You get one:

- **Reaction**

Reactions are situational. After you used one, you cannot take another until the start of your next turn.

Movement

Move a distance up to your base speed. You can break up your movement, using some before and after your Action.

Climb.	10 ft per 5 ft	**High Jump.**	5 ft per 5 ft
Crawl.	10 ft per 5 ft	**Long Jump.**	5 ft per 5 ft
Difficult Terr.	+5 ft per 5 ft	**Move.**	5 ft per 5 ft
Drop Prone.	0 ft	**Stand Up.**	half movement
Grapple Move.	speed halved	**Swim.**	10 ft per 5 ft

Hit Points

Hit Points describe your durability, ranging from max to 0, reducing as you take damage and increasing with healing.

Unconscious. At 0 Hit Points, you fall *Unconscious*. You become conscious when you regain any Hit Points.

Death Saves. Whenever you start your turn with 0 Hit Points, you must make a Death Save (DC10). Upon the third successful save, you become stable. Upon a third failure, you perish. A natural 1 counts as two failures. With a natural 20, you regain 1 Hit Point and become conscious. A stable creature regains 1 Hit Point after 1d4 hours.

Damage at 0 Hit Points. Each time you take damage with 0 Hit Points, you suffer a failed Death Save & two from critical hits.

Instant Death. You die instantly if the remaining damage after 0 equals or exceeds your maximum Hit Point amount.

First Aid. After successful DC10 Wis (Medicine) check by an ally, you are stable and do not have to make any Death Saves. You start again if you take any damage.

Attack

Melee Attack

Choose a Target. Your target needs to be in range.

Roll to Hit. Roll a d20 and add your attack modifiers (e.g., ability, proficiency). If the total meets the target's Armor Class (AC) you hit.

Roll for Damage. Roll the damage dice for your weapon and add your damage modifiers.

Unarmed Strike. Damage equals 1 + your Str modifier.

Ranged Attack

Choose a Target. Your target needs to be in range and line of sight. You have Disadvantage beyond normal range.

Roll to Hit. Roll a d20 and add your attack modifiers (e.g., ability, proficiency). If the total meets the target's AC you hit.

Roll for Damage. Roll the damage dice for your weapon and add your damage modifiers.

Grapple or **Shove** (5 ft or knock *Prone*) a creature. Str or Dex Saving Throw against DC 8 + Str modifier + Proficiency Bonus.

Spell Attack

Choose a Target. Your target needs to be in range and line of sight. You need to have the required components and an appropriate spell slot available.

Spell Attack. If the spell requires making an attack, roll a d20 and add your attack modifiers (e.g., spellcasting ability, proficiency). If you hit, roll the damage dice for the spell.

Saving Throw. If the spell requires the target to make a Saving Throw, roll the damage die for the spell. The GM rolls for the Saving Throw according to the spell's description and your spell DC and determines the resulting effect.

Immediate Effect. If the spell does not require either, spells always take effect or hit without a die roll. Determine the effect according to the spell's description.

Other Actions

Dash. Double your movement.

Disengage. Avoid Opportunity Attacks.

Dodge. Attack Rolls have Disadvantage. Dex Saving Throws have Advantage.

Help. Advantage on ally's Ability Checks or Attack Rolls, or administer First Aid.

Hide. Make a Dex check to hide yourself.

Influence. Make a Cha or Wis check to alter a creature's attitude.

Magic. Cast a spell, use a magic item or feature.

Ready. Prepare to take an Action when triggered.

Search. Make a Wis check to discern something.

Study. Make an Int check to recall information.

Utilize. Use a non-magical object.

Free Action. Trivial interactions do not require you to spend your Action.

Improvise. Ask the GM.

Bonus Action

Two-Weapon Fighting. If you are wielding a light melee weapon in each hand, you can make an attack with your second weapon. Roll to see, if you hit, but do not add your attack modifier to the damage.

Cast a Spell. Some spells allow to be cast as a Bonus Action.

Traits, Features, Feats. You may have traits, features, or feats that you can use as a Bonus Action.

Reaction

Opportunity Attack. If an enemy moves out of your reach you can make a melee weapon attack. Roll to hit and for damage as normal.

Readied Action. If you previously readied an Action, you take it using your Reaction.

Cast a Spell. Some spells allow to be cast as a Reaction.

Traits, Features, Feats. You may have traits, features, or feats that you can use as a Reaction.

On a natural 20, you score a **Critical Hit** and always hit.

Roll all damage dice twice! On a natural 1, you always miss.

When you make a ranged or spell attack, you have **Disadvantage** on the Attack Roll if you are within 5 ft of a hostile creature who can see you and isn't *Incapacitated*!

Attack Bonuses
Melee Weapons use Strength, Ranged and Finesse Weapons except Throwing Weapons use Dexterity.

Spell Save DC equals 8 + Proficiency Bonus + Spellcasting Ability Modifier

More Combat

Vulnerabilities & Resistances

Vulnerability. If a creature or an object has Vulnerability to a damage type, damage of that type is doubled against it.

Resistance. If a creature or an object has Resistance to a damage type, damage of that type is halved against it.

Immunity. If a creature or an object has Immunity to a damage type or condition, it takes no damage of that type and is not affected by the effects of the condition.

Resistance and then Vulnerability are applied after all other modifiers to damage. Multiple instances of Resistance or Vulnerability that affect the same damage type count as only one instance.

Damage Types. Attacks cause a certain type of damage:

Acid, Bludgeoning, Cold, Fire, Force, Lightning, Necrotic, Piercing, Poison, Psychic, Radiant, Slashing, Thunder

Cover & Hidden

Walls, trees, creatures, and other obstacles can provide cover. A target can benefit from cover only when an attack or other effect originates on the opposite side of the cover.

Half Cover. Creature gets +2 bonus to AC and Dex Saving Throws.

Three-Quarters Cover. Creature gets +5 bonus to AC and Dex Saving Throws.

Total Cover. Creature can't be targeted directly by an attack or a spell, although some spells can reach such a target by including it in an area of effect.

Hidden. When you attack a target that you can't see, you have Disadvantage on the Attack Roll. When a creature can't see you, you have Advantage on Attack Rolls against it. If you are hidden - both unseen and unheard - when you make an attack, you give away your location when the attack hits or misses.

Concentration

Some spells require concentration. Normal activity, such as moving and attacking, doesn't interfere with concentration but it can be broken by:

Spell Casting. Casting another spell that requires concentration. You can't concentrate on two spells at once.

Taking Damage. Whenever you take damage, you must make a Con Saving Throw with a DC equaling 10 or half the damage taken (round down), whichever number is higher, up to a maximum DC of 30. If you take damage from multiple sources, you make a separate Saving Throw for each source of damage.

Being Incapacitated/Killed. You lose concentration on a spell if you are *Incapacitated* or if you die.
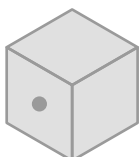
Environment. The GM might decide that certain environmental phenomena require a DC10 Con Saving Throw.
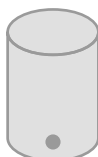
Area of Effect

Spells take effect in certain areas depending on the spell description originating from a point and expanding in a certain shape and range. Emanation (e.g., aura) expends in straight lines and moves with the creature or object that is its origin.
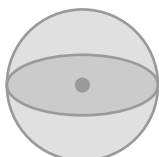
Sphere **Cube** **Cylinder** **Cone** **Line** **Point of Origin**

Travel Pace
Characters travel for 8h/day. If you push beyond that limit, you need to succeed a

Con Saving Throw per hour, with a DC10 +1 per hour over 8h, or gain one Exhaustion level.

Pace	per min	h	day	Effect
Fast	400tf	4mi	30mi	Disadv. Perc. & Stealth
Normal	300ft	3mi	24mi	Disadv. Stealth
Slow	200ft	2mi	18mi	Adv. Perc.

Environment

Light & Vision

Lightly Obscured. You have Disadvantage on Perception checks with sight.

Heavily Obscured. Vision is entirely blocked, and you effectively suffer from the *Blinded* condition in the area.

Bright Light. Let you see normally.

Dim Light. Creates a lightly obscured area, e.g., in shadows.

Darkness. Creates a heavily obscured area.

Blindsight. Can perceive its surroundings without relying on sight.

Darkvision. Can see in darkness as in dim light but only in shades of gray.

Truesight. Can see in normal and magical darkness, see *Invisible*, detect visual illusions and succeed on Saving Throws, perceive the true form of transformed creature, or object, and see into the Ethereal Plane.

Light Source	Bright	Dim	Duration
Candle	5 ft	+5 ft	1 hour
Lamp	15 ft	+30 ft	6 hours
Bullseye Lantern	60 ft cone	+60 ft	6 hours
Hooded Lantern	30 ft	+30 ft	6 hours
Torch	20 ft	+20 ft	1 hour

Jump

High Jump. If you move 10 ft before jumping, the height equals 3 + your Str modifier, or half that when standing.

Long Jump. If you move 10 ft before jumping, the distance equals your Str score, or half that when standing.

Hazards

Burning. You take 1d4 Fire damage at the start of each of your turns. As an action, you can extinguish fire on yourself by giving yourself the *Prone* condition and rolling on the ground.

Dehydration. If you drink less than half the required water for a day, you gain one *Exhaustion* level. Removed when full required amount is drunk.

Falling. At the end of a fall, you take 1d6 bludgeoning damage for every 10 ft you fell to a maximum of 20d6. You land *Prone* unless you avoid taking damage from the fall.

Malnutrition. If you consume less than half the required food for a day, you must succeed on a DC10 Con Saving Throw or gain one *Exhaustion* level. After 5 days you gain automatically one level per day. Removed when full required amount is eaten.

Suffocating. You can hold your breath for a number of minutes equal to 1 + your Con modifier (minimum of 30 seconds). When you run out of breath or are choking, you gain one *Exhaustion* level at the end of each of your turns. When you can breathe again, you remove all levels gained from suffocating.

Rest & Exhaustion

Short Rest. Takes a minimum of one hour of rest with doing nothing strenuous. At the end of the rest roll your hit dice to regain Hit Points.

Long Rest. Takes eight hours of rest with at least 6 hours of sleep and no more than 2 hours of light activity. At the end of the rest you regain all Hit Points, all spent hit dice, and expended spell slots. Ability Scores and Hit Point maximum return to normal. *Exhaustion* is reduced by one.

Exhaustion. This condition is cumulative. Each time you receive it, you gain 1 level. You die if your *Exhaustion* level is 6.
When you make a D20 Test, the roll is reduced by 2 times your *Exhaustion* level.
Your Speed is reduced by a number of feet equal to 5 times your *Exhaustion* level.

Potion	HP Healed
Regular	2d4 +2
Greater	4d4 +4
Superior	8d4 +8
Supreme	10d4 +20

Weapons & Armor

Weapon Properties

Anyone can wield a weapon, but you must have proficiency with it to add your Proficiency Bonus to an Attack Roll.

Ammunition. You can use a weapon that has the Ammunition property to make a ranged attack only if you have ammunition to fire from it. The type of ammunition required is specified with the weapon's range. Each attack expends one piece of ammunition. Drawing the ammunition is part of the attack (you need a free hand to load a one-handed weapon). After a fight, you can spend 1 minute to recover half the ammunition (round down) you used in the fight; the rest is lost.

Finesse. When making an attack with a Finesse weapon, use your choice of your Str or Dex modifier for the attack and damage rolls. You must use the same modifier for both rolls.

Heavy. You have Disadvantage on Attack Rolls with a Heavy weapon if it's a Melee weapon and your Str score isn't at least 13 or if it's a Ranged weapon and your Dex score isn't at least 13.

Light. When you take the Attack Action on your turn and attack with a Light weapon, you can make one Extra Attack as a Bonus Action later on the same turn. That Extra Attack must be made with a different Light weapon, and you don't add your Ability Modifier to the Extra Attack's damage unless that modifier is negative.

Loading. You can fire only one piece of ammunition from a Loading weapon when you use an Action, a Bonus Action, or a Reaction to fire it, regardless of the number of attacks you can normally make.

Range. A Range weapon has a range in parentheses after the Ammunition or Thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second is the weapon's long range. When attacking a target beyond normal range, you have Disadvantage on the Attack Roll. You can't attack a target beyond the long range.

Reach. A Reach weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for Opportunity Attacks with it.

Thrown. If a weapon has the Thrown property, you can throw the weapon to make a ranged attack, and you can draw that weapon as part of the attack. If the weapon is a Melee weapon, use the same Ability Modifier for the attack and Damage Rolls that you use for a melee attack with that weapon.

Two-Handed. A Two-Handed weapon requires two hands when you attack with it.

Versatile. A Versatile weapon can be used with one or two hands. A damage value in parentheses appears with the property. The weapon deals that damage when used with two hands to make a melee attack.

Armor	Armor Class (AC)	Str	Stealth
Light Armor (1 Minute to Don or Doff)			
Padded Armor	11 + Dex modifier	—	Disadv.
Leather Armor	11 + Dex modifier	—	—
Studded Leather Armor	12 + Dex modifier	—	—
Medium Armor (5 Minutes to Don and 1 Minute to Doff)			
Hide Armor	12 + Dex modifier (max 2)	—	—
Chain Shirt	13 + Dex modifier (max 2)	—	—
Scale Mail	14 + Dex modifier (max 2)	—	Disadv.
Breastplate	14 + Dex modifier (max 2)	—	—
Half Plate Armor	15 + Dex modifier (max 2)	—	Disadv.
Heavy Armor (10 Minutes to Don and 5 Minutes to Doff)			
Ring Mail	14	—	Disadv.
Chain Mail	16	Str 13	Disadv.
Splint Armor	17	Str 15	Disadv.
Plate Armor	18	Str 15	Disadv.
Shield (Utilize Action to Don or Doff)			
Shield	2	—	—

Weapon Mastery Properties

Cleave. If you hit a creature with a melee Attack Roll, you can make a melee Attack Roll with the weapon against a second creature within 5 ft of the first that is also within your reach. On a hit, the second creature takes the weapon's damage, but don't add your Ability Modifier to that damage unless that modifier is negative. You can make this Extra Attack only once per turn.

Graze. If your Attack Roll misses a creature, you can deal damage to that creature equal to the Ability Modifier you used to make the Attack Roll. This damage is the same type dealt by the weapon, and the damage can be increased only by increasing the Ability Modifier.

Nick. When you make the Extra Attack of the Light property, you can make it as part of the Attack Action instead of as a Bonus Action. You can make this Extra Attack only once per turn.

Push. If you hit a creature, you can push the creature up to 10 feet straight away from yourself if it is Large or smaller.

Sap. If you hit a creature that creature has Disadvantage on its next Attack Roll before the start of your next turn.

Slow. If you hit a creature and deal damage to it, you can reduce its Speed by 10 ft until the start of your next turn. If the creature is hit more than once by weapons that have this property, the Speed reduction doesn't exceed 10 ft.

Topple. If you hit a creature, you can force the creature to make a Con Saving Throw (DC 8 plus the Ability Modifier used to make the Attack Roll and your Proficiency Bonus). On a failed save, the creature has the *Prone* condition.

Vex. If you hit a creature and deal damage to the creature, you have Advantage on your next Attack Roll against that creature before the end of your next turn.

Fighting Styles

Archery. You gain a +2 bonus to Attack Rolls you make with Ranged weapons.

Blind Fighting. You have Blindsight with a range of 10 ft.

Defense. While you're wearing Light, Medium, or Heavy armor, you gain a +1 bonus to Armor Class.

Dueling. When you are holding a melee weapon in one hand and not another weapon, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting. When you roll damage for an attack you make with a Melee weapon that you are holding with two hands, you can treat any 1 or 2 on a damage die as a 3. The weapon must have the Two-Handed or Versatile property to gain this benefit.

Interception. When a creature you can see hits another creature within 5 ft of you with an Attack Roll, you can take a Reaction to reduce the damage dealt to the target by 1d10 plus your Proficiency Bonus. You must hold a shield or a simple or martial weapon to use this Reaction.

Protection. When a creature you can see attacks a target other than you that is within 5 ft of you, you can take your Reaction to interpose your shield if you are holding one. You impose Disadvantage on the triggering Attack Roll and all other Attack Rolls against the target until the end of your next turn if you remain within 5 ft of the target.

Thrown Weapon Fighting. When you hit with a ranged Attack Roll using a weapon that has the Throw property, you gain a +2 bonus to the damage roll.

Two-Weapon Fighting. When you make an Extra Attack as a result of using a weapon that has the Light property, you can add your Ability Modifier to the damage of that attack if you aren't already adding it to the damage.

Unarmed Fighting. When you hit with your Unarmed Strike and deal damage, you can deal Bludgeoning damage equal to 1d6 plus your Str modifier. If you are not holding a weapon or a shield, the d6 becomes a d8. At the start of your turn, you can deal 1d4 Bludgeoning damage to one creature *Grappled* by you.