Ability Checks

Strength	Lift, Push, Drag	**Athletics**	-Climb, Swim, Jump
Dexterity	Pick lock, Disarm trap, Reacting	**Acrobatics**	-Balance, Tumble
		Sleight of Hand	-Steal, Hide object
		Stealth	-Hide, Whisper, Sneak
Constitution	Physical for long time, Concentrate, Hold breath, Lack of; Food, Drink, Sleep, Resist poison	-	-
Intelligence	Find solution, Estimate; Item value, Time, Distance	**Arcana**	-Recall information about magic
		History	- Recall information about history
		Investigation	- Discover; Sign, Trap, Secret entrance
		Nature	- Recall information about nature
		Religion	- Recall information about religion
Wisdom	Spell save	**Animal Handling**	-Communicate, Tame, Train, Calm, Convince, Predict
		Insight	-Tell truth from lie, Sense motive
		Medicine	-Stabilize, Diagnose, Recognize poison
		Perception	-Locate, Distinguish, Hear, See, Smell
		Survival	-Track, Gather provisions, Sense of location/time
Charisma	Spell save	**Deception**	-Lie, Disguise, Impersonate
		Intimidation	-Threaten
		Performance	-Entertain, Play instrument
		Persuasion	-Flirt

Passive Checks

Can represent the average result for a task done repeatedly, such as searching for secret doors over and over again. Can also be used when the DM wants to secretly determine whether the characters succeed at something without rolling dice, such as noticing a hidden monster.

10 + all relevant modifiers
+5 for advantage
-5 for disadvantage

Advantage & Disadvantage
These rolls doesn't stack.
If aloud to reroll due to a feat, trait etc. only 1 dice can be rerolled. The player choose which one.

Difficulty Class

Very Easy	**5**
Easy	**10**
Medium	**15**
Hard	**20**
Very Hard	**25**
Nearly Impossible	**30**

Travel Pace / Sunrise/Sunset

Tempo	Slow	Medium	Fast	Hammer	Alturiak	Ches	Tarsakh	Mirtul	Kythorn
1 Minute	200 feet	300 feet	400 feet	08.45/17.30	08.00/18.15	07.00/19.00	07.00/20.45	06.00/21.30	05.45/22.00
1 Hour	2 miles	3 miles	4 miles	**Flamerule**	**Elesias**	**Eleint**	**Marpenoth**	**Uktar**	**Nightal**
1 Day	18 miles	24 miles	30 miles	06.00/22.00	06.45/21.00	07.30/20.00	08.15/19.00	08.00/17.15	08.45/17.00
Effect	Stealth possible	-	-5 Passive Perception	50 % Speed when difficult terrain or swimming, climbing, crawling or 25 % Speed if both					

Downtime activities

At least 8 hours of each day must be spent on the downtime activity for the day to count. The days do not need to be consecutive. If you have more than the minimum amount of days to spend, you can keep doing the same thing for a longer period of time, or switch to a new downtime activity. The most common activities are: *Crafting*, *Researching* and *Training*.

Crafting

You can craft **non-magical objects**, including **adventuring equipment** and **works of art**. You must be **proficient with tools** related to the object you are trying to create. You might also need **access to special materials or locations** necessary to create it. A forge, for an example. For **every day** of downtime you **spend crafting**, you can **craft 1** or more items with a total market value not exceeding **5 GP**, and you must **expend raw materials** worth half the total market value. If something you want to craft has a market value greater than **5 GP**, you make progress every day in **5-GP increments** until you reach the market value of the item. Multiple characters can combine their efforts toward the crafting of a single item, provided that the characters all have proficiency with the requisite tools and are working together in the same place. Each character contributes **5 GP** worth of effort for every day spent helping to craft the item. Crafting covers lifestyle expenses.

Researching

Research can include poring over dusty tomes and crumbling scrolls in a library or buying drinks for the locals to pry rumors and gossip from their lips. When you begin your research, the DM determines whether the information is available, how many days of downtime it will take to find it, and whether there are any restrictions on your research (such as needing to seek out a specific individual, tome or location). The DM might also require you to make one or more **ability checks**, such as an **Investigation** check to find clues pointing toward the information you seek, or a **Persuasion** check to secure someone's aid. Once those conditions are met, you learn the information if it is available. For each day of research. You must spend **1 GP** to cover your expenses, beyond the normal lifestyle expenses.

Resting

Short rest

At least I hour long, during which a character does nothing more strenuous than eating, drinking, reading, and tending to wounds. A character can spend one or more Hit Dice at the end of a short rest, up to the character's maximum number of Hit Dice. For each Hit Die spent; add the character's Constitution modifier. The player can decide to spend an additional Hit Die after each roll.
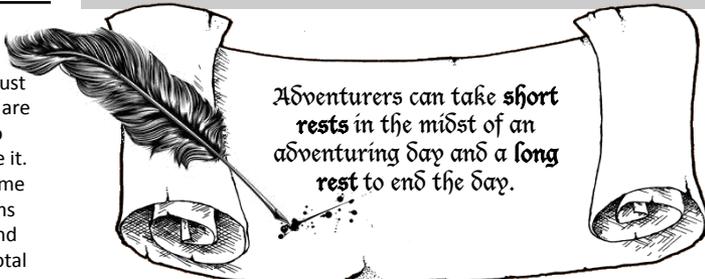
Adventurers can take **short rests** in the midst of an adventuring day and a **long rest** to end the day.

Long rest

At least 8 hours long, during which a character sleeps or performs light activity: reading, talking, eating, or standing watch for no more than 2 hours. If the rest is interrupted by a period of strenuous activity-at least 1 hour of walking, fighting, casting spells, or similar adventuring activity the characters must begin the rest again to gain any benefit from it.

At the end of a long rest, a character regains all lost hit points. The character also regains spent Hit Dice, up to a number of dice equal to half of the character's total number of them. A character can't benefit from more than 1 long rest in a 24-hour period, and a character must have at least 1 hit point at the start of the rest to gain its benefits.

Training

You can spend time between adventures learning a new language or training with a set of tools. Your DM might allow additional training options. First, you must find an instructor willing to teach you. The DM determines how long it takes. and whether one or more ability checks are required. The training lasts for 250 days and costs 1 GP per day. After you spend the requisite amount of time and money, you learn the new language or gain proficiency with the new tool.

Tip: Use *Feats* in PHB chapter 6 as an option for training.

Standard languages

Language	Typical speakers	Script
Common	Humans	Common
Dwarvish	Dwarves	Dwarvish
Elvish	Elves	Elvish
Giant	Orges, Giants	Dwarvish
Gnomish	Gnomes	Dwarvish
Goblin	Goblinoids	Dwarvish
Hafling	Haflings	Common
Orc	Orcs	Dwarvish

Exotic languages

Abyssal	Demons	Infernal
Celestial	Celestiais	Celestial
Draconic	Dragons, dragonborn	Draconic
Deep Speech	Mind flayers, beholders	-
Infernal	Devils	Infernal
Primordial	Elementals	Dwarvish
Sylvan	Fey creatures	Elvish
Undercommon	Underdark traders	Elvish

Coinage

	CP	SP	EP	GP	PP
Copper	1	1/10	1/50	1/100	1/1 000
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	20	10	1

Common trade goods
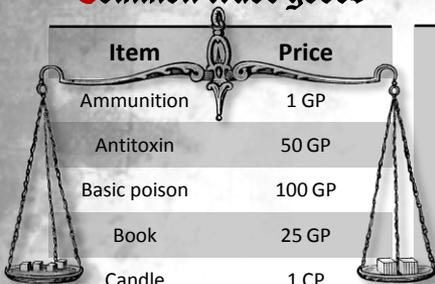
Item	Price
Ammunition	1 GP
Antitoxin	50 GP
Basic poison	100 GP
Book	25 GP
Candle	1 CP
Chain (10 feet)	5 GP
Climber's kit	25 GP
Clothes	5 SP-15 GP
Daily ration	5 SP
Healer's kit	5 GP
Holy water	25 GP
Hunting trap	5 GP
Ink	10 GP
Oil	1 SP
Parchment	1 SP
Rope (50 feet)	1 GP
Torch	1 CP
Donkey/Mule	8 GP
Draft horse/Ox	50 GP
Riding horse	75 GP
Warhorse	400 GP
Cart/Wagon	15 GP/35 GP
Military saddle	20 GP
Pack saddle	5 GP
Riding saddle	10 GP
Rowboat	50 GP

Vision and light

In a **lightly obscured** area; **dim light**, patchy fog, or moderate foliage, creatures have **disadvantage** on **Perception** cheeks that rely on sight. A **heavily obscured** area; **darkness**, opaque fog, or dense foliage - blocks vision entirely. A creature in a **heavily obscured** area is considered **blinded**. **Bright light** lets most creatures see normally. Even gloomy days provide **bright light**, as do torches, lanterns, fires, and other sources of illumination within a specific radius. **Dim light**, also called shadows, creates a **lightly obscured** area. An area of **dim light** is usually a boundary between a source of **bright light**, such as a torch, and surrounding **darkness**. The light of a bright full moon and twilight and dawn also counts as **dim light**. **Darkness** creates a **heavily obscured** area.

Blindsight
A creature can perceive its surroundings without sight, within a specific radius.

Darkvision
A creature can see in darkness as if it were dim light, but can't see colors.

Truesight
A creature can, out to a specific range, see in normal and magical darkness, invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and perceives the original form of a shapechanger or a creature that is transformed by magic. Furthermore, the creature can see into the Ethereal Plane.

Expenses

Food, drink and lodging

Item	Cost
Bread (loaf)	2 CP
Cheese (chunk)	1 SP
Meat (chunk)	3 SP
Ale	4 CP-2 SP
Wine	2 SP-10 GP

Meals (per day and person)
Squalid	3 CP
Poor	6 CP
Modest	3 SP
Comfortable	5 SP
Wealthy	8 SP
Aristocratic	2 GP

Inn stay (per day and person)
Squalid	7 CP
Poor	1 SP
Modest	5 SP
Comfortable	8 SP
Wealthy	2 GP
Aristocratic	4 GP
Banquet (per person)	10 GP
Stabling (per day and animal)	5 SP

Services

Service	Pay
Coach cab	
Between towns	3 CP per mile
Within a city	1 CP
Hireling	
Untrained	2 SP per day
Skilled	2 GP per day
Messenger	2 CP per mile
Road or gate toll	1 CP
Ship's passage	1 SP per mile

Object hit points

Size	Fragile (AC 11-15)	Resilient (AC 15-23)
Tiny	2 HP	5 HP
Small	3 HP	10 HP
Medium	4 HP	18 HP
Large	5 HP	27 HP

Huge/Gargantuan objects can't be broken by hand.

The **price** when **selling** armor and weapons equals half the market value.

Altering the size of armor costs 10-40% of the market value.

Strength score x 15 = Pounds to **carry**.
Strength score x 30 = Pounds to **push/drag, lift**.
For each size over Medium, double the amount. For size under Medium, halve the amount.

A creature can **hold its breath** for a number of minutes = 1 + its Constitution modifier (minimum of 30 seconds). When a creature runs out of breath, it can survive for a number of rounds = its Constitution modifier (minimum 1 round). At the start of its next turn, it drops to 0 HP and is dying.

A creature takes 1d6 bludgeoning **damage** for every 10 feet it **falls**, to a maximum of 20d6. The creature lands prone, unless it avoids taking damage from the fall.

A **living flame** provides bright light in a 20 foot radius and dim light for an additional 20 feet.

Potion of Healing

Potion of…	Price (GP)	Effect
Healing	50	2d4+2
Greater Healing	150	4d4+4
Superior Healing	500	8d4+8
Supreme Healing	1 500	10d4+20

Combat actions; Attacking

Attack

-Melee:
Need to be 5 feet or closer if you don't have Reach.
-Two weapon:
If attacking with a light, one-handed melee weapon, you can use a bonus action to attack a second time with a different light, one-handed melee weapon, held in your other hand. No ability modifier is added to the damage for this bonus attack, unless the modifier is negative.
-Ranged:
Disadvantage if within 5 feet of target. If attacking with a weapon with normal and long range; disadvantage on attack if beyond normal range and unable to attack if beyond long range.
-Unarmed and torch:
Unarmed deals 1 bludgeoning damage and striking with a torch deals 1 fire damage.
-Improvised weapon:
An object with no resemblance to a weapon deals 1d4 damage. An object used for a ranged attack, not meant for it, deals 1d4 damage. This kind of object has a normal range of 20 feet and a long range of 60 feet. DM assign damage type to improvised weapons.
Weapon-like objects;
-"Dagger" deals 1d4 piercing damage.
-"Club" deals 1d4 bludgeoning damage.
-"Axe" deals 1d6 slashing damage.
-"Javelin" deals 1d6 piercing damage.
-"Battleaxe" deals 1d8 slashing damage.
-"Warhammer" deals 1d8 bludgeoning damage.

Cast a spell

-Casting time:
1. Action.
2. Bonus action.
3. Reaction.
4. Minutes or hours; You must maintain concentration and use every turn to cast the spell, until the casting is complete. A interrupted spell is not expended.
-Duration:
1. Instantaneous.
2. Concentration; Casting an other concentration spell, taking damage or being incapacitated or killed will end the original concentration spell. When taking damage you must make a Constitution save. The DC equals 10 or half the damage taken (whichever is higher) to maintain concentration. You make one save for every source of damage.
-Attack rolls:
Attack bonus = spellcasting ability modifier + proficiency bonus.
-Ranged spell attack:
Target needs to be in range and can't be in total cover. Disadvantage if within 5 feet of target.
-Saving throws:
Target may avoid some or all damage if success on a save against; DC equal to 8 + caster proficiency bonus + caster spellcasting ability modifier.
-Components:
1. Verbal (V); You need to be able to use vocal sound.
2. Somatic (S); You needs to be able to use geastures with at least one empty, free hand.
3. Material (M); You need to have access to particular objects, or use a component pouch/spellcasting focus.
If a cost is indicated for a component, you then need access to the actual component, whereupon a substitute is no longer enough.
If a component is consumed by the spell, you need to provide a new one for the next time the spell is cast.

Cover

Half cover grants +2 bonus AC and Dexterity saving throws. At least half of the targets body needs to be in cover.
Three-quarters cover grants 5+ bonus AC and Dexterity saving throws. About three quarters of the targets body needs to be in cover.
Total cover makes a target impossible to target directly. However, area of effect attacks might still deal damage.

Death

Instant death occurs when an attack drops you to 0 HP and still has damage left equal to, or more then your max HP. Only dropping to 0 HP renders you **unconscious**. For this, roll d20 **death save;** 10 or higher is a success; **natural 1 = 2 failed** saves and **natural 20 = 1 HP**. Taking **damage = 1 failed save** and taking **critical damage = 2 failed saves**. **3 successes = life and 3 failures = death.**

Critical Rolls

A **critical hit (20)** will allways hit, no matter the targets AC. On a critical hit, roll all damage dice twice and add them together. Damage modifiers are not doubled, but added just once as usual.

A **critical miss (1)** will allways miss, no matter the targets AC.

Combat actions; Miscellaneous

Dash	Gain extra movement for the current turn by an additional 100 % of your base speed.
Disengage	Movement doesn't provoke opportunity attacks for the rest of the turn.
Dodge	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. You lose this benefit if you gets incapacitated or if your speed drops to 0.
Grapple	The target of your grapple can be no larger then 1 size of you, needs to be within your reach and you need to have at least one hand free. To grapple a creature you make an Athletics check contested by the targets Athletics or Acrobatics check. If the creature becomes grappled, it may use it's action to escape by making an Athletics or Acrobatics check, contested by your Athletics check. Your speed is halved if you move a grappled creature, unless the creature is 2 or more sizes smaller then you.
Help	You can lend your aid to another creature in the completion of a task. The creature you aid gains advantage on the next ability check it makes to perform the task you are helping with. If an enemy creature is within 5 feet of you, you may as an alternative aid a friendly creature in it's attack. If you do, the first attack by the friendly creature is made with advantage. Either way, the creature you aid, needs to take it's action before the start of your next turn.
Hide	Until discovered or quit to hide, the Stealth check is contested by the Perception check of any creature actively searching, or the Passive Perception (10 + Wisdom modifier + other bonus or penalties; +5 if advantage and -5 if disadvantage) from any creature in the area. It's not possible to hide from a creature that can see you, and if you make noise you will no longer be hidden. If coming out from hiding in combat, you will most likely be seen. The DM might allow you to stay hidden if the target creature is distracted. -Unseen attackers and targets: Disadvantage when attacking a hidden creature and advantage when attacking when hidden. If you attack from a hidden position, you will no longer be hidden.
Knock prone	The target can be no more than 1 size larger than you. To successfully knock a creature prone you make an Athletics check contested by the targets Athletics or Acrobatics check.
Reaction	Can only be used once untill the start of your next turn. Oppertunity attack, reaction as a result of the Ready action, Counterspell etc. all counts as a reaction. An interrupted creature do to a reaction, can continue it's turn after the reaction.
Ready	Decide what perceivable circumstance will trigger your reaction. Then, you choose the action you will take in response to that trigger, or you choose to move up to your speed in response to it. When the trigger occurs, you can either take your reaction right after the trigger finishes or ignore the trigger. When you ready a spell, you cast it as normal but hold its energy, which you release with your reaction when the trigger occurs. To be readied, a spell must have a casting time of 1 action, and holding onto the spell's magic requires concentration.
Search	Depending on the nature of your search, make a Perception or an Investigation check.

Donning/Doffing

Armor	Don	Doff
Light	1 minute	1 minute
Medium	5 mInutes	1 minute
Heavy	10 minutes	5 minutes
Shield	1 action	1 action

Creature size

Size	Space
Tiny	2½ by 2½ feet<
Small	5 by 5 feet
Medium	5 by 5 feet
Large	10 by 10 feet
Huge	15 by 15 feet
Gargantuan	20 by 20 feet >

Surprise

The DM compares **Stealth** checks of anyone hiding, with the **Passive Perception** of each creature on the opposing side. A character or monster that doesn't notice a threat is surprised at the start of the encounter. Surprised creatures and character can't move or take an action or reaction on the first turn of the combat.

Exhaustion

Level	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attacks & saves
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

A creature suffers the effect of its current level of exhaustion as well as all lower levels. Finishing a long rest reduces a creature's exhaustion level by 1, if the creature has also ingested some food and drink.

For each hour of travel beyond 8 hours; Constitution saving throw at the end of the hour. DC is 10 + 1 for each hour past 8 hours. On a failed saving throw, a character suffers one level of exhaustion.

1 pound of food per day or 1 level of exhaustion at end of day. Can make food last longer with half rations = half a day without food. Can go without food for a number of days equal to 3 + his or her Constitution modifier (minimum 1). A normal day of eating resets the count of days without food to 0.

1 gallon of water per day, 2 if weather is hot. Half that much water must succeed on a DC 15 Constitution saving throw or suffer 1 level of exhaustion at end of day. Drinking less automatically suffers 1 level of exhaustion at end of day. If already at 1 or more levels of exhaustion, takes 2 levels of exhaustion.

Vulnerability	Resistance
Double damage after all modifiers	**Halved all damage after all modifiers**

Conditions

Blinded	A blinded creature can't see and automatically fails any ability check that requires sight. Attack rolls against the creature have advantage. And the creature's attack rolls have disadvantage,
Charmed	A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects. The charmer has advantage on any ability check to interact socially with the creature.
Deafened	A deafened creature can't hear and automatically fails any ability check that requires hearing.
Frightened	A frightened creature 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 and it can't benefit from any bonus to its speed. The condition ends if the grappler is incapacitated. The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect.
Incapacitated	An incapacitated creature can't take actions or reactions.
Invisible	An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves. Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.
Paralyzed	A paralyzed creature is incapacitated and can't move or speak. 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 of the creature.
Petrified	A petrified creature is transformed, along with any non-magical object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, 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 of the creature. 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 of the creature.