

Quick References		Typical DCs (DMG p. 238)		Travel (PHB p. 182)				
Item	Location	Difficulty	DC	Pace	Minute	Hour	Day	Effect
Suffocating	PHB 183	Very Easy	1-5	Fast	400 ft	4 miles	30 miles	-5 Passive Perception
Molds, Slime, Webs	DMG 105	Easy	6-10	Normal	300 ft	3 miles	24 miles	-
Wilderness Hazards	DMG 110	Moderate	11-15	Slow	200 ft	2 miles	18 miles	Can use Stealth
Individual/Horde Treasures	DMG 136	Hard	16-20					
Improvising Damage	DMG 249	Very Hard	21-25					
Chases	DMG 252	Near Impossible	26-30					
Ailments/ Poison	DMG 256							
Injuries/ Massive Damage	DMG 272							

Trap Save DCs & Attack (DMG p. 121)		
Trap Danger	Save DC	Attack Bonus
Setback	10-11	+3-5
Dangerous	12-15	+6-8
Deadly	16-20	+9-12

Damage Severity by Level (DMG p. 121)			
Level	Setback	Dangerous	Deadly
1-4	1d10	2d10	4d10
5-10	2d10	4d10	10d10
11-16	4d10	10d10	18d10
17-20	10d10	18d10	24d10

Object HPs (DMG p. 247)		
Size	Fragile	Resilient
Tiny (bottle, lock)	1d4	2d4
Small (chest, lute)	1d6	3d6
Medium (barrel)	1d8	4d8
Large (cart)	1d10	5d10

Conversation Reaction (DMG p. 245)	
Charisma Check	Creature Reaction (Friendly +10, Hostile -10)
Less than 0	Creature opposes action and might take risk to stop.
0 - 9	Creature offers no help but does no harm.
10 - 19	Complies without taking risks or making sacrifices.
20 - 29	Complies with taking minimal risks or sacrifices.
30 or more	Complies with taking major risks or sacrifices.

Light Sources			
Source	Bright	Dim	Duration
Candle	5' radius	+5' radius	1 hour
Lamp	15' radius	+30' radius	6 hours
Lantern, Bullseye	60' cone	+60' cone	6 hours
Lantern, Hooded	30' radius	+30' radius	6 hours
Torch/ Light Cantrip/ Continual Flame	20' radius	+20' radius	1 hour

Tracking DCs (DMG p. 244)	
Ground Surface	DC
Soft ground (mud, snow)	10
Dirt or grass	15
Bare stone	20
Each day since target's passage	+5
Following trail (such as blood)	-5

Object ACs (DMG p. 246)	
Substance	AC
Cloth, paper	10
Crystal, glass	11
Rope, ice	13
Wood, bone	15
Stone, ice	17
Iron, steel	19
Mithral	21
Adamantine	23

Movement (PHB p. 182)				
Type	Description (<i>Difficult terrain adds one foot per foot moved.</i>)			
Climb/ Swim	Each foot of movement costs 1 extra foot. Strength (Athletics) check in difficult terrain/ situations required each turn. You can climb/swim for a number of minutes equal to your Constitution score before needing to roll a DC 10 Constitution check. Failure means you must rest (no movement) for a number of turns equal to the number of minutes spent climbing/swimming or suffer one level of exhaustion.			
Crawl	Each foot of movement costs 1 extra foot.			
High Jump	Height is 3 in feet with move of 10 feet or more, adding your Strength modifier or proficiency bonus if proficient in Athletics. Height is halved if from standing position. Each foot of jump counts as one-half foot of movement. Reach can be 1 ½ your height plus the height of your jump.			
Long Jump	Distance is your Strength score in feet with move of 10 feet or more. Add your proficiency bonus if you are proficient in Athletics to the distance. Distance is ½ if from a standing position. Each foot of distance jumped counts as one-half foot of movement. DC 10 Strength (Athletics) check to clear an obstacle (½ distance maximum height). DC 10 Dexterity (Acrobatics) check to land standing in difficult terrain or fall prone. DC (distance – 10) Strength (Athletics) check if consequences for failure. Failure by 5 or less means reaching the edge and a check to climb out. Failure by more than 5 indicates a fall. A long approach (twice distance) gives advantage on checks. Difficult or slippery terrain imposes disadvantage on checks.			
Stand	Spend half your speed to stand.			
Stealth	Move at -10 feet per turn. Normal or faster speed gives disadvantage on Dexterity (Stealth) checks.			

Weather (DMG p. 109)		
D20	Temperature	Effect
1	Frigid	DC 10 CON save/ day or exhaustion
2 – 3	Cool	--
4 – 17	Normal	--
18 – 19	Warm	--
20	Blistering	DC 5 CON save/ day or exhaustion
D20	Wind	Effect
1	Gale	Speed half, No ranged weapon attacks
2 – 3	Strong	No ranged weapons at long range
4 – 17	Normal	--
18 – 19	Slight	--
20	Calm	--
D20	Precipitation	Effect
1	Heavy	Lightly obscured, disadv. on Perception
2 – 3	Light	--
4 – 17	None	--
18 – 19	Dry	Do not check next day
20	Drought	Do not check next week

ACTIONS IN COMBAT (PHB P. 192)	
ATTACK	You make a melee or ranged weapon attack.
CAST A SPELL	You cast a cantrip or spell.
DASH	You gain extra movement equal to your current speed.
DISENGAGE	Your movement doesn't provoke opportunity attacks for the rest of your turn.
DODGE	Until the start of your next turn, attacks made against you have disadvantage if you can see the attacker, and you make Dexterity saves with advantage. You lose these benefits if you are incapacitated or your speed drops to 0.
HELP	Aid another on an ability check giving advantage or distract one creature within 5 feet of you, giving advantage on an ally's attack roll against it. Whichever option you choose, the advantage goes away once used or when your next turn starts.
HIDE	You make a Dexterity (Stealth) check in an attempt to become hidden-unseen and unheard.
GRAPPLE	You make a Strength (Athletics) contest vs. target's Strength (Athletics) or Dexterity (Acrobatics). If successful, the target is Grappled. Target makes an Strength (Athletics) or Dexterity (Acrobatics) contest vs. your Strength (Athletics) to escape. You may move your target, but your speed is halved unless the target is two or more sizes smaller.
READY	You wait for a particular circumstance before you act using your reaction before the start of your next turn. You must decide in advance (a) what perceivable circumstance will trigger your reaction and (b) the action you will take in response to the trigger. If you ready a spell, it must have a casting time of 1 action, and you must concentrate on it until you release it.
SEARCH	Wisdom (Perception) check or an Intelligence (Investigate) check.
SHOVE	You make a Strength (Athletics) contest vs. Strength (Athletics) or Dexterity (Acrobatics) against a target no more than one size larger than you. If successful, you knock the target prone or move them five feet away from you. If you have multiple attacks, this action only costs one of them.
USE AN ITEM/ OBJECT	You use an item or object that requires you action for its use.
USE A SPECIAL ABILITY	You use a class feature or other special ability that requires your action for its use.
CLIMB ONTO LARGER CREATURE (DMG P. 271)	Make Strength (Athletics) or Dexterity (Acrobatics) contest vs. target's Dexterity (Acrobatics). While on target, gain advantage to attack rolls. May Move within target's space. Target makes Strength (Athletics) context vs. your Strength (Athletics) or Dexterity (Acrobatics) to dislodge.
DISARM (DMG P. 271)	Make attack roll contested vs. target's Strength (Athletics) or Dexterity (Acrobatics). Success indicated target drops item. Attack roll at disadvantage if item held in two or more hands. Target has advantage if it is larger or disadvantage if it is smaller.
OVERRUN (DMG P. 272)	As an action or bonus action, make Strength (Athletics) contest vs. Strength (Athletics), with advantage if larger, at disadvantage if smaller. If successful, can move through target's space once this turn.
SHOVE ASIDE (DMG P. 272)	Attacker has disadvantage on Strength (Athletics) check to push target. Attacker moves target 5 feet to a different space within its reach.
TUMBLE (DMG P. 272)	As an action or bonus action, make a Dexterity (Acrobatics) contest vs. Dexterity (Acrobatics), with advantage if smaller, at disadvantage if larger. If successful, can move through target's space once this turn.

CONDITIONS (PHB P. 290)	
BLINDED	You cannot see. Ability checks requiring sight fail automatically. Attacks against you have advantage and you make attack rolls at disadvantage. Movement costs 1 extra foot per foot moved while Blinded. Dashing requires a DC 10 Dexterity (Acrobatics) check or you fall prone.
CHARMED	You cannot attack the charmer or harm the charmer with magical abilities or effects. The charmer has advantage on social checks to interact with you.
DEAFENED	You cannot hear. Ability checks requiring hearing fail automatically.
FRIGHTENED	You have disadvantage on ability checks and attack rolls while source of fear is in sight. You cannot willingly move closer to the source of fear.
GRAPPLED	Your speed becomes 0. You do not benefit from speed bonuses. Condition ends if you become incapacitated or if an effect removed you from the reach of the grappler.
INCAPACITATED	You can't take actions or reactions.
INVISIBLE	You are impossible to see without the aid of magic or a special sense. For purposes of hiding you are heavily obscured. Attacks against you have disadvantage and you make attack rolls with advantage.
PARALYZED	You are incapacitated . You automatically fail Strength and Dexterity saves. Attacks against you have advantage and all successful attacks are critical hits if the attacker is within 5 feet.
PETRIFIED	Your weight increases by a factor of 10 and you do not age. You are incapacitated, unable to move or speak and unaware of your surroundings. Attacks against you have advantage. You automatically fail Strength and Dexterity saves. You are resistance to all damage. You are immune to Poisons and Diseases.
POISONED	You have disadvantage on attack rolls and ability checks.
PRONE	You can only crawl, unless you move to stand. You have disadvantage on attack rolls. Attacks made against you by attackers within five feet have advantage. Other attacks made against you have disadvantage.
RESTRAINED	Your speed becomes 0 and you do not benefit from bonuses to speed. Attacks against you have advantage. You make attack rolls and Dexterity saves with disadvantage.
STUNNED	You are incapacitated . You cannot move and speak only falteringly. You automatically fail Strength and Dexterity saves. Attacks against you have advantage.
UNCONSCIOUS	You are paralyzed and prone . You cannot speak, move, and are unaware of your surroundings. Any items you held are dropped.

MASSIVE DAMAGE (DMG P. 273)	
d20 roll	Injury
1	Lose an Eye.
2	Lose an Arm/Hand.
3	Lose a Leg/ Foot.
4	Limp
5-7	Internal Injury
8-10	Broken Ribs
11-13	Horrible Scar
14-16	Festering Wound
17-20	Minor Wound

MASSIVE DAMAGE (DMG P. 273)	
d10 roll	DC 15 CON save
1	Drop to 0 HP, not stable
2-3	Drop to 0 HP, but stable
4-5	Stunned until end of next turn.
6-7	No reactions and disadvantage on rolls until end of next turn.
8-10	No reactions until end of next turn.

Simple Weapons (PHB P. 149)			
Weapon	Damage	Weight	Properties
Club	1d4 (2) B	2	Light, stun
Dagger	1d4 (2) P	1	Finesse, light, thrown (20/60), wound
Greatclub	1d10 (5) B	10	Heavy, stun
Greatspear	2d6 (7) P	8	Heavy, reach, skewer
Handaxe	1d6 (3) S	2	Light, thrown (20/60), wound
Javelin	1d6 (3) P	2	Skewer, thrown (30/120)
Light Hammer	1d4 (2) B	2	Light, thrown (20/60)
Mace	1d6 (3) B	4	Stun, versatile (1d8 (4))
Quarterstaff	1d6 (3) B	4	Stun, versatile (1d8 (4))
Sickle	1d4 (2) S	2	Light
Spear	1d6 (3) P	3	Skewer, thrown (25/100), versatile (1d8 (4))
Unarmed Strike	1 B	-	Light, special
Simple Ranged Weapons			
Crossbow, Light	1d8 (4) P	5	Ammo (80/320), loading
Dart	1d4 (2) P	¼	Finesse, light, thrown (20/60)
Shortbow	1d6 (3) P	2	Ammo (80/320)
Sling	1d6 (3) B	½	Ammo (30/120), stun
Martial Weapons (PHB P. 149)			
Battleaxe	1d8 (4) S	4	Versatile (1d10 (5)), wound
Flail	1d8 (4) B	2	Stun
Glaive	1d10 (5) S	6	Heavy, reach, wound
Greataxe	2d6 (7) S	7	Heavy, wound
Greatsword	2d6 (7) S	6	Heavy, wound
Halberd	1d10 (5) S	6	Heavy, reach, wound
Lance	1d12 (6) P	6	Reach, skewer, special
Longsword	1d8 (4) S	3	Skewer, versatile (1d10 (5))
Maul	2d6 (7) B	10	Heavy, stun
Morningstar	1d8 (4) P	4	Stun, versatile (1d10 (5))
Pike	1d10 (5) P	18	Heavy, reach, skewer
Rapier	1d6 (3) P	3	Finesse, skewer
Scimitar	1d8 (4) S	3	Finesse, light, wound
Scythe	1d8 (4) S	6	Heavy, skewer
Shortsword	1d6 (3) P	2	Finesse, light, wound
Trident	1d6 (3) P	4	Skewer, thrown (15/45), versatile (1d8 (4))
War Pick	1d8 (4) P	2	Stun
Warhammer	1d6 (3) B	2	Stun, versatile (1d8 (4))
Whip	1d4 (2) S	3	Finesse, light, reach, special
Martial Ranged Weapons			
Blowgun	1 P	1	Ammo (25/100), loading
Crossbow, Hand	1d4 (2) P	3	Ammo (30/120), light, loading
Crossbow, Heavy	1d10 (5) P	18	Ammo (100/400), heavy, loading, skewer
Longbow	1d8 (4) P	2	Ammo (150/600), heavy, skewer
Net	N/A	3	Finesse, loading, special, thrown (5/15)

Armor (PHB p. 145)				
Type	AC	Strength	Stealth	Weight
Light Armor (add full Dexterity Modifier to AC)				
Padded	11	-	Disadvantage	8
Leather	11	-	-	10
Studded Leather	12	-	-	13
Medium Armor (max +2 Dexterity Modifier to AC)				
Hide	12	-	-	12
Chain Shirt	13	-	-	20
Scale Mail	14	-	Disadvantage	45
Breastplate	14	-	-	20
Half Plate	15	-	Disadvantage	40
Heavy Armor (no Dexterity Modifier to AC)				
Ring Mail	14	-	Disadvantage	40
Chain Mail	16	Strength 13	Disadvantage	55
Splint	17	Strength 15	Disadvantage	60
Plate	18	Strength 15	Disadvantage	65
Shields (1d4 improvised damage)				
Buckler	+1	-	-	3
Heater/ Round	+2	-	-	6
Heavy Shields (1d6 improvised damage)				
Kite	+3	Strength 13	Disadvantage	10
Tower	+4	Strength 13	Disadvantage	15

Useful Objects (PHB p. 148)	
Item	Description
Acid Vial	Ranged attack (up to 20 ft), 2d6 damage
Alchemist’s Fire	Ranged attack (up to 20 ft), 1d4 fire damage per turn, DC 10 Dexterity check to extinguish the flames
Antitoxin	Advantage on Poison Saves for 1 hour
Ball Bearings	10 ft x 10 ft area, DC 10 Dexterity save or fall Prone, move at one-half Speed to avoid Dexterity Save
Caltrops	5 ft x 5 ft area, DC 15 Dexterity save or Stop, 1 Damage, Speed reduced by 10 feet, move at half Speed to avoid save
Healing Potion	Heal 2d4+2 Hit Points
Holy Water	Ranged attack, 2d6 Radiant damage
Oil (flask)	Ranged attack, +5 Fire damage, can cover 5 square ft area, +5 Fire damage for 2 rounds in area

Weapon Property Notes	
Heavy:	Use 1.5 x STR modifier
Light:	Use half STR modifier
Reach:	Disadvantage if within 5 feet.
Skewer:	DEX save, DC 8 + att. mod.
Stun:	STR save, DC 8 + att. mod.
Wound:	CON save, DC 8 + att. mod.
Versatile:	May choose finesse or heavy.

Exhaustion Levels (PHB p. 291)	
Level & Effect	
1. Disadv. on ability checks	
2. Speed halved	
3. Disadv. on attacks & saves	
4. Hit point max halved	
5. Speed reduced to 0	
6. Death	