

COMBAT ACTIONS

ATTACK	Make melee or ranged weapon attack
CAST SPELL	Cast a spell, per casting time
DASH	Gain movement equal to speed + modifiers ("double move")
DISENGAGE	Movement does not provoke opportunity attack
DODGE	Until your next turn, any attack against you is at disadvantage if you can see the attacker. Make DEX saving throws at advantage
HELP	Help one creature with a task, giving it advantage on the next check OR distract one creature within 5 feet of you; next attack against it by an ally is at advantage
HIDE	DEX (Stealth) check to become unseen & unheard (hidden)
READY	Hold action until a prescribed trigger happens
SEARCH	WIS (Perception) or INT (Investigate) check to find something
USE MAGIC ITEM	Use of magic item requires your action for the turn
USE AN OBJECT	Use of any object requires your action for the turn
SPECIAL ABILITY	Use a class feature or special ability that requires your action for use

COVER

HALF	+2 to AC and DEX saves against attacks and effects that originate out of cover
3/4	+5 to AC and DEX saves against attacks and effects that originate out of cover
TOTAL	Can't directly targeted by attack or spell

ARMOR CLASS (Light, *Med*, Heavy)

+2	Shield
10	No Armor (Clothes)
11	Padded, Leather.
12	Studded Leather, <i>Hide</i>
13	Chain Shirt
14	<i>Scale Mail, Breastplate, Ring Mail.</i>
15	<i>Half Plate</i>
16	Chain Mail.
17	Splint Mail.
18	Plate Mail.

DYING

0 hp	Fall unconscious. Ends if gain any hp
DEATH SAVES	d20: 10+ = Success, otherwise Fail <ul style="list-style-type: none"> • 3 successes = STABLE • 3 failures = DEATH • 1 on d20 = 2 Failures • 20 on d20 = regain 1 hp
DAMAGE at 0 hp	<ul style="list-style-type: none"> • Suffer a FAILURE Death Save • Critical Hit = 2 Failed Death Saves
INSTANT DEATH	Reduced to 0 hp, but remaining damage is more than max hp

DICE ROLLS

ATTACK	d20 + ability mod + weapon proficiency + modifiers
CHECK	d20 + ability modifier + modifiers
SAVE	d20 + ability mod + proficiency (if applicable)
spell DC	8 + ability mod + proficiency + special
spell ATK	ability mod + proficiency

CONDITIONS [PHB 290-91]

BLINDED	<ul style="list-style-type: none"> • Automatically fail any check requiring sight • Disadvantage on attack rolls; Attackers have advantage
CHARMED	<ul style="list-style-type: none"> • Cannot attack the charmer or target them with harmful abilities or effects • Charmer has advantage on interacting socially with the charmed creature
DEAFENED	<ul style="list-style-type: none"> • Automatically fail any ability check that requires hearing
FRIGHTENED	<ul style="list-style-type: none"> • Disadvantage on ability checks and attack rolls while source of the fear is within sight • Cannot willingly move towards the source of the fear.
GRAPPLED	<ul style="list-style-type: none"> • Speed reduced to 0, and cannot benefit from bonus to speed • Ends when grappler is incapacitated, is no longer within reach, or fails a skill contest.
INCAPACITATED	<ul style="list-style-type: none"> • Cannot take actions or reactions
INVISIBLE	<ul style="list-style-type: none"> • Considered heavily obscured for the purposes of hiding • Advantage on attack rolls; Attackers have disadvantage
PARALYZED	<ul style="list-style-type: none"> • Incapacitated and cannot move or speak • Automatically fail Strength and Dexterity saving throws • Attackers have advantage; any attack that hits from within 5 feet is a critical hit
PETRIFIED	<ul style="list-style-type: none"> • Weight increases by a factor of ten and aging ceases • Target is Incapacitated, cannot move or speak, and unaware of surroundings • Automatically fail Strength and Dexterity saving throws • Resistance to all damage • Immune to poison & disease. Existing poison or disease effects suspended • Attackers have advantage
POISONED	<ul style="list-style-type: none"> • Disadvantage on attack rolls and ability checks
PRONE	<ul style="list-style-type: none"> • Only movement option is crawl until standing up (crawl = 1/3 movement; p 191) • Disadvantage on attack rolls • Attackers within 5 feet have advantage, otherwise they have disadvantage • Can stand up by using half of your total movement speed (p190)
RESTRAINED	<ul style="list-style-type: none"> • Speed reduced to 0, and cannot benefit from bonus to speed • Disadvantage on attack rolls and Dexterity saving throws; Attackers have advantage
STUNNED	<ul style="list-style-type: none"> • Incapacitated and cannot move, speak only falteringly • Automatically fail Strength and Dexterity saving throws; Attacks have advantage
UNCONCIOUS	<ul style="list-style-type: none"> • Incapacitated, cannot move or speak, and unaware of surroundings • Drop anything held and falls prone • Automatically fail Strength and Dexterity saving throws • Attackers have advantage; any attack that hits from within 5 feet is a critical hit

EXHAUSTION

1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack roles & saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

ABILITY SCORE MODIFIERS

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

DIFFICULTY CLASS

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

LIGHT SOURCES			
SRC	Bright	Dim	Duration
Candle	5 ft	+5 ft	1 hr
Lamp	15 ft	+30 ft	6 hr
Lantern, bullseye	60 ft cone	+60 ft	6 hr
Lantern, unhooded	30 ft	+30 ft	6 hr
Lantern, hooded	--	+5 ft	6 hr
Torch	20 ft	+20 ft	1 hr

OBJECTS			
Armor Class		Hit Points (Fragile/Resilient)	
11	<i>Cloth, paper, rope</i>	F: 2 (1d4) R: 4 (2d4)	<i>Tiny: bottle, lock</i>
13	<i>Crystal, glass, ice</i>	F: 3 (1d6) R: 10 (3d6)	<i>Small: chest, lute</i>
15	<i>Wood, bone</i>	F: 4 (1d8) R: 18 (4d8)	<i>Medium: barrel, chandelier</i>
19	<i>Iron, steel</i>	F: 5 (1d10) R: 27 (5d10)	<i>Large: cart, 10x10 window</i>
21	<i>Mithral</i>		
23	<i>Adamantine</i>		

WEIGHT CAPACITIES
CARRY: STR x 15 lbs
Tiny (x½) Large (x2) Huge (x4) Gargantuan (x8)
PUSH, DRAG, LIFT: STR x 30 lbs (2x Carry)

TRANSPORTATION SPEEDS		
Type	Speed / round	Miles per Day (8 hr day)
Camel	50 ft	44 (5.5 mph)
Donkey/Mule	40 ft	36 (4.5 mph)
Elephant	40 ft	36 (4.5 mph)
Horse (draft)	40 ft	36 (4.5 mph)
Horse (riding)	60 ft	56 (7 mph)
Mastiff	40 ft	36 (4.5 mph)
Pony	40 ft	36 (4.5 mph)
Warhorse	60 ft	56 (7 mph)
Airship	70 ft	8 mph
Galley	35 ft	4 mph
Keelboat	10 ft	1 mph
Longship	25 ft	3 mph
Rowboat	15 ft	1.5 mph
Sailing Ship	20 ft	2 mph
Warship	25 ft	2.5 mph
Full Sail	80 ft	9 mph

FOOT PACE (Outdoors)			
Pace	per min	per hr	per day
Fast	400 ft	4 miles	30 miles
Normal	300 ft	3 miles	24 miles
Slow	200 ft	2 miles	18 miles
Harder	Pace is 2/3 normal pace		
Difficult	Pace is 1/2 normal pace		

HEALING POTIONS			
Healing	Common	2d4 +2	50-100 gp
Greater	Uncommon	4d4 +4	100-500 gp
Superior	Rare	8d4 +8	500-5000 gp
Supreme	Very Rare	10d4 +20	5000-50,000 gp

JUMPING & FALLING	
Long Jump	<i>Standing</i> : # of feet = 1/2 STR <i>10ft Run</i> : # of feet = STR
High Jump	<i>Standing</i> : # of feet = 1/2 (3 + STR Mod) <i>Running</i> : # of feet = 3 + STR Mod
Falling	1d6 bludge per 10 feet, 20d6 max <i>Land prone unless damage is avoided</i>

BREATHING & SUFFOCATING	
Hold Breath	# Minutes = 1 + CON Mod (30 sec min)
Out of Breath	<i>also: Choking, Drowning</i> # Rounds Survive = CON mod <i>Drop to 0 hp, cannot regain hp until you can breath again</i>

TRACKING DCs	
10	Soft surface (such as snow)
15	Dirt or grass
20	Bare stone
+5	Each day since creature passed
-5	Creature left a trail (such as blood)

TOWN SERVICES	
Coach (between towns)	3 cp / mile
Coach (in city)	1 cp
Hireling (skilled)	2 gp / day
Hireling (unskilled)	2 sp / day
Messenger	2 cp / mile
Road/Gate toll	1 cp
Ship Passage	1 sp / mile

LODGING	
Inn - squalid	7 cp / day
Inn - poor	1 sp / day
Inn - modest	5 sp / day
Inn - comfortable	8 sp / day
Inn - wealthy	2 gp / day
Inn - aristocratic	4 gp / day

COIN CONVERSION	
PLATINUM (pp)	1pp = 5 gp
GOLD (gp)	1 gp = 1 gp
ELECTRUM (ep)	2 ep = 1gp
SILVER (sp)	10 sp = 1 gp
COPPER (cp)	100 cp = 1 gp

FOOD & DRINK	
Meal - squalid	3 cp / day
Meal - poor	6 cp / day
Meal - modest	3 sp / day
Meal - comfortable	5 sp / day
Meal - wealthy	8 sp / day
Meal - aristocratic	2 gp /day
Banquet	10 gp / person
Bread (loaf)	2 cp
Cheese (hunk)	1 sp
Meat (chunk)	3 sp
Ale - mug	4 cp
Ale - gallon	2 sp
Wine - Common (pitcher)	2 sp
Wine - Fine (bottle)	10 gp

WEATHER	
d20	Temperature
1-14	<i>Normal for Season</i>
15-17	<i>1d4 x 10 degF colder than normal</i>
18-20	<i>1d4 x 10 degF hotter than normal</i>
d20	Wind
1-12	None
12-17	Light
18-20	Strong
d20	Precipitation
1-12	None
13-17	Light rain or light snowfall
18-20	Heavy rain or heavy snowfall

CLASS INFO (PHB p45)			
CLASS	HD	ABILITY	SAVE
Barbarian	d12	STR	STR, CON
Bard	d8	CHA	DEX, CHA
Cleric	d8	WIS	WIS, CHA
Druid	d8	WIS	INT, WIS
Fighter	d10	STR or DEX	STR, CON
Monk	d8	DEX & WIS	STR, DEX
Paladin	d10	STR & CHA	WIS, CHA
Ranger	d10	DEX & WIS	STR, DEX
Rogue	d8	DEX	DEX, INT
Sorcerer	d6	CHA	CON, CHA
Warlock	d8	CHA	WIS, CHA
Wizard	d6	INT	INT, WIS

RACIAL MODIFIERS (PHB p12)	
RACE	MODIFIER
Dragonborn	STR +2, CHA +1
Dwarf, Hill	CON +2, WIS +1
Dwarf, Mtn	CON +2, STR +2
Elf, Drow	DEX +2, CHA +1
Elf, High	DEX +2, INT +1
Elf, Wood	DEX +2, WIS +1
Gnome, Forest	INT +2, DEX +1
Gnome, Rock	INT +2, CON +1
Half-Elf	CHA +2, any 2 by +1
Half-Ork	STR +2, CON +1
Halfling, Lightfoot	DEX +2, CHA +1
Halfling, Stout	DEX +2, CON +1
Human	ALL +1
Tiefling	INT +1, CHA +2

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

Point Buy [27 Pts] (PHB p 13)	
8	0
9	1
10	2
11	3
12	4
13	5
14	7
15	9

Starting Wealth	
Barbarian	2d4 x 10gp
Bard	5d4 x 10gp
Cleric	5d4 x 10gp
Druid	2d4 x 10gp
Fighter	5d4 x 10gp
Monk	5d4 gp
Paladin	5d4 x 10gp
Ranger	5d4 x 10gp
Rogue	4d4 x 10gp
Sorcerer	3d4 x 10gp
Warlock	4d4 x 10gp
Wizard	4d4 x 10gp

CHARACTER SHEET VALUES	
ITEM	MODIFIER
INITIATIVE	DEX Bonus
ATTACK BONUS	Ability Bonus + Proficiency Bonus + Enchantment + Class Features
	* STR = Melee, Thrown non-Finesse
	* DEX = Finesse (Melee or Thrown), Ranged
DAMAGE BONUS	Ability Bonus + Enchantment
ARMOR CLASS	Armor + DEX mod
	[no armor] 10 + DEX mod
SPELL ATTACK	Spell Ability Mod + Proficiency
SPELL SAVE DC	8 + Spell Ability Mod + Proficiency + Modifiers

CHARACTER CREATION REFERENCE

Armor	AC	STR	Stealth
Light Armor			
Padded	11 + Dex		Disadv
Leather	11 + Dex		
Stud leather	12 + Dex		
Medium Armor			
Hide	12 + Dex (max 2)		
Chain shirt	13 + Dex (max 2)		
Scale mail	14 + Dex (max 2)		Disadv
Breastplate	14 + Dex (max 2)		
Half plate	15 + Dex (max 2)		Disadv
Heavy Armor			
Ring mail	14		Disadv
Chain mail	16	Str 13	Disadv
Splint	17	Str 15	Disadv
Plate	18	Str 15	Disadv
Shield			
Shield	2		

Weapon	Damage	Properties
Simple Melee Weapons		
Club	1d4 bludge	Light
Dagger	1d4 pierce	Finesse, light, thrown (range 20/60)
Greatclub	1d8 bludge	Two-handed
Handaxe	1d6 slash	Light, thrown (range 20/60)
Javelin	1d6 pierce	Thrown (range 30/120)
Light hammer	1d4 bludge	Light, thrown (range 20/60)
Mace	1d6 bludge	-
Quarterstaff	1d6 bludge	Versatile (1d8)
Sickle	1d4 slash	Light
Spear	1d6 pierce	Thrown (range 20/60), versatile (1d8)
Simple Ranged Weapons		
Crossbow, light	1d8 pierce	Ammo (range 80/320), loading, two-handed
Dart	1d4 pierce	Finesse, thrown (range 20/60)
Shortbow	1d6 pierce	Ammo (range 80/320), two-handed
Sling	1d4 bludge	Ammo (range 30/120)

Weapon	Damage	Properties
Martial Melee Weapons		
Battleaxe	1d8 slash	Versatile (1d10)
Flail	1d8 bludge	-
Glaive	1d10 slash	Heavy, reach, two-handed
Greataxe	1d12 slash	Heavy, two-handed
Greatsword	2d6 slash	Heavy, two-handed
Halberd	1d10 slash	Heavy, reach, two-handed
Lance	1d12 pierce	Reach, special
Longsword	1d8 slash	Versatile (1d10)
Maul	2d6 bludge	Heavy, two-handed
Morningstar	1d8 pierce	-
Pike	1d10 pierce	Heavy, reach, two-handed
Rapier	1d8 pierce	Finesse
Scimitar	1d6 slash	Finesse, light
Shortsword	1d6 pierce	Finesse, light
Trident	1d6 pierce	Thrown (range 20/60), versatile (1d8)
War pick	1d8 pierce	-
Warhammer	1d8 bludge	Versatile (1d10)
Whip	1d4 slash	Finesse, reach
Martial Ranged Weapons		
Blowgun	1 pierce	Ammo (range 25/100), loading
Crossbow, hand	1d6 pierce	Ammo (range 30/120), light, loading
Crossbow, heavy	1d10 pierce	Ammo (range 100/400), heavy, loading, two-handed
Longbow	1d8 pierce	Ammo (range 150/600), heavy, two-handed
Net	-	Special, thrown (range 5/15)

ADVENTURING EQUIPMENT PRICES [PHB, pg 150]

SPELLCASTING FOCUS	
ITEM	COST
Arcane Focus	
Crystal	10 gp
Orb	20 gp
Rod	10 gp
Staff	5 gp
Wand	10 gp
Druidic focus	
Sprig of mistletoe	1 gp
Totem	1 gp
Wooden staff	5 gp
Yew wand	10 gp
Holy symbol	
Amulet	5 gp
Emblem	5 gp
Reliquary	5 gp

AMMUNITION	
ITEM	COST
Arrows (20)	1 gp
Blowgun Needles (50)	1 gp
Crossbow Bolts (20)	1 gp
Sling Bullets (20)	4 cp

ITEM	COST
Abacus	2 gp
Acid (vial)	25 gp
Alchemist's fire (flask)	50 gp
Antitoxin (vial)	50 gp
Backpack	2 gp
Ball bearings (bag of 1,000)	1 gp
Barrel	2 gp
Basket	4 sp
Bedroll	1 gp
Bell	1 gp
Blanket	5 sp
Block and tackle	1 gp
Book	25 gp
Bottle, glass	2 gp
Bucket	5 cp
Caltrops (bag of 20)	1 gp
Candle	1 cp
Case, crossbow bolt	1 gp
Case, map or scroll	1 gp
Chain (10 feet)	5 gp
Chalk (1 piece)	1 cp
Chest	5 gp

ITEM	COST
Climber's kit	25 gp
Clothes, common	5 sp
Clothes, costume	5 gp
Clothes, fine	15 gp
Clothes, traveler's	2 gp
Component pouch	25 gp
Crowbar	2 gp
Fishing tackle	1 gp
Flask or tankard	2 cp
Grappling hook	2 gp
Hammer	1 gp
Hammer, sledge	2 gp
Healer's kit	5 gp
Holy water (flask)	25 gp
Hourglass	25 gp
Hunting trap	5 gp
Ink (1 ounce bottle)	10 gp
Ink pen	2 cp
Jug or pitcher	2 cp
Ladder (10 foot)	1 sp
Lamp	5 sp
Lantern, bullseye	10 gp
Lantern, hooded	5 gp
Lock	10 gp

ITEM	COST
Magnifying glass	100 gp
Manacles	2 gp
Mess kit	2 sp
Mirror, steel	5 gp
Oil (flask)	1 sp
Paper (one sheet)	2 sp
Parchment (one sheet)	1 sp
Perfume (vial)	5 gp
Pick, miner's	2 gp
Piton	5 cp
Poison, basic (vial)	100 gp
Pole (10-foot)	5 cp
Pot, iron	2 gp
Potion of healing	50 gp
Pouch	5 sp
Quiver	1 gp
Ram, portable	4 gp
Rations (1 day)	5 sp
Robes	1 gp
Rope, hempen (50 feet)	1 gp
Rope, silk (50 feet)	10 gp
Sack	1 cp
Scale, merchant's	5 gp

ITEM	COST
Sealing wax	5 sp
Shovel	2 gp
Signal whistle	5 cp
Signet ring	5 gp
Soap	2 cp
Spellbook	50 gp
Spikes, iron (10)	1 gp
Spyglass	1,000 gp
Tent, two-person	2 gp
Tinderbox	5 sp
Torch	1 cp
Vial	1 gp
Waterskin	2 sp
Whetstone	1 cp

PACKS [PHB, pg 151]	
ITEM	COST
Burglar's Pack	16 gp
Diplomat's Pack	39 gp
Dungeoneer's Pack	12 gp
Entertainer's Pack	40 gp
Explorer's Pack	10 gp
Priest's Pack	19 gp
Scholar's Pack	40 gp