

LIGHT SOURCES

SOURCE	BRIGHT	DIM	DURATION
MUNDANE			
CANDLE	5' R	+5' R	1 HOUR
LAMP	15' R	+30' R	6 HOURS
LANTERN, BULLSEYE	60' CONE	+60' CONE	6 HOURS
LANTERN, HOODED	30' R	+30' R	6 HOURS
TORCH	20' R	+20' R	1 HOUR
MAGIC			
CONTINUAL FLAME	20' R	+20' R	-
DANCING LIGHTS	-	10' R	1 MIN
FAERIE FIRE	-	10' R	1 MIN
FLAME BLADE	10' R	+10' R	10 MINS
FLAMING SPHERE	20' R	+20' R	1 MIN
HOLY AURA	-	5' R	1 MIN
LIGHT	20' R	+20' R	1 HOUR
MOONBEAM	-	5' R CYL	1 MIN
PRISMATIC WALL	100'	+100'	10 MINS
WALL OF FIRE	60'	+60'	1 MIN

VISION AND LIGHT

	HINDERANCE	EXAMPLES
LIGHTLY OBSCURED	Disadvantage on WIS checks (Perception) relying on sight	Dim light, patchy fog, or moderate foliage
HEAVILY OBSCURED	Blinded condition (See effects)	Darkness, opaque fog, or dense foliage

COVER

	EFFECT
1/2 COVER	Grants +2 bonus to AC and DEX saving throws.
3/4 COVER	Grants +5 bonus to AC and DEX saving throws.
TOTAL COVER	Cannot be targeted by direct attacks or spells, although area of effect spells and abilities are still effective.

"Mrith nomenoi kulti si geou vahafor qidir, xurwk kiwiegir vur redihe lilbhiahin." - The DM's Creed

DIFFICULTY CLASSES

TASK DIFFICULTY	DC
VERY EASY	5
EASY	10
MEDIUM	15
HARD	20
VERY HARD	25
NEARLY IMPOSSIBLE	30

SKILLS

STRENGTH

Athletics

DEXTERITY

Acrobatics
Sleight Of Hand
Stealth

CONSTITUTION

N/a (See Con Table)

INTELLIGENCE

Arcana
History
Investigation
Nature
Religion

WISDOM

Animal Handling
Insight
Medicine
Perception
Survival

CHARISMA

Deception
Intimidation
Performance
Persuasion

OBJECT ARMOR CLASS

SUBSTANCE	AC
CLOTH	11
PAPER	11
ROPE	11
CRYSTAL	13
GLASS	13
ICE	13
WOOD	15
BONE	15
STONE	17
IRON	19
STEEL	19
MITHRIL	21
ADAMANTINE	23

OBJECT HIT POINTS

SIZE	WEAK	TOUGH
TINY		
Bottle, Lock	1d4	2d4
SMALL		
Chest, Chain	1d6	3d6
MEDIUM		
Barrel, Chandelier	1d8	4d8
LARGE		
Cart, Window	1d10	5d10
HUGE+		
Wagon, Hut	DM's Discretion	

TRAVEL PACE

BASE = (SPD/10) MILES PER HOUR

FAST PACE
Increase distance by 1/3 (-5 to PP.)

SLOW PACE
Decrease distance by 1/3 (Stealth)

DIFFICULT TERRAIN
Halves the distance travelled

FORCED MARCH
For each hour over 8, make a CON check DC 10+hours or take one level of Exhaustion.

YOUR TURN

MOVEMENT

During your turn you can move a distance up to your speed. You can break up your movement, using a portion of your speed before or after other actions you take on your turn, including between attacks. Movement through difficult terrain is twice as difficult, costing you two feet of movement for every one.

INTERACTION

During your turn you can communicate freely within the game (within reason). You can also interact with one object or feature for free as part of your movement or action.

ACTION

Your Action represents a major part of your turn. You can only perform one Action per turn.

BONUS ACTION

Your Bonus Action allows you to use various class features, spells, and other abilities that specifically state that they may be activated using a Bonus Action. You can only perform one Bonus Action per turn.

REACTION

Your Reaction is an action that is made in response to a trigger of some kind and as such it can be used when it is not your turn. Once you use your Reaction you cannot use it again until the start of your next turn.

MOVEMENT

LONG JUMP

Jump distance in feet is equal to STR with a 10 foot run-up, distance is halved from standing.

HIGH JUMP

Jump height in feet is 3 + STR with a 10 foot run-up, height is halved from standing. Max reach equals jump height plus 1 1/2 character height.

CLIMBING/SWIMMING/CRAWLING

Each foot of movement costs 1 extra foot (2 extra in difficult terrain), unless a creature has a climbing or swimming speed. At the DM's options difficult surfaces or currents may require a successful STR (Athletics) check.

ACTIONS

ATTACK

Make one melee or ranged attack by choosing a target, applying modifiers and rolling your die.

Critical Hits: Roll all damage dice twice then add your modifiers.
Ranged Attacks in Close Combat: A creature making a ranged attack has disadvantage on the attack roll if it's within 5ft of target (who is not incapacitated).

Opportunity Attacks: Use a reaction to make a melee attack against a target who moves out of your melee weapon's reach. Forced movement and teleportation do not trigger an opportunity attack.

Two-Weapon Fighting: When you attack with a light melee weapon in one hand, you can use your bonus action to attack with another light melee weapon you're holding in your other hand. You don't add your ability modifier to the damage from the second attack unless the modifier is negative. If either weapon has the thrown property, you can throw it instead.

CAST A SPELL

Cast a spell using the casting time provided in the description.
Concentration: Some spells require you to maintain concentration to keep the magic active. The following factors can cause you to lose your concentration:

Casting another spell that requires concentration. You cannot concentrate on two spells at once.

Taking damage. If you take damage, you must make a DC 10 (or half the damage you take, whichever is higher) CON save.

Make the save for each source of damage.

Being incapacitated or killed.

Startling phenomena or vigorous movement. DC 10 CON save.

CLIMB A CREATURE

If a creature is too large to grapple, you may try to climb it instead. Make a STR (Athletics) or DEX (Acrobatics) check contested by the creature's DEX (Acrobatics) check. On success, you move into the creature's space and cling to its body and gain advantage on attack rolls against it. You can move around on the creature, treating it as difficult terrain. The creature can attempt to remove you on its turn by making a STR (Athletics) check against your STR (Athletics) or DEX (Acrobatics) check.

DASH

Gain extra movement equal to your speed after modifiers.

DISARM

Use a weapon attack to attempt to knock a weapon or item from target's hand. Make an attack roll contested by the target's STR (Athletics) or DEX (Acrobatics) check. You have disadvantage on your attack roll if the target is holding a item with both hands. The target has advantage on the ability check if it is larger than you, or disadvantage if it is smaller than you.

DISENGAGE

Movement does not provoke any opportunity attacks for the rest of the turn.

DODGE

Until the start of your next turn, any attack roll against you has disadvantage if you can see the attacker, and your DEX saving throws have advantage. You lose this benefit if your speed is 0, or you're incapacitated.

GRAPPLE

Grappling is a special melee attack. Your target must be no more than one size larger than you and must be within your reach. To make a grapple check: a STR (Athletics) check against your target's STR (Athletics) check or DEX (Acrobatics) check.

Escaping a Grapple: A grappled creature can use its action to attempt escape by succeeding on a Athletics/Acrobatics check against the grappler's Athletics check.

Moving a Grappled Creature: You can drag/carry a grappled creature at half movement speed (unless target is 2 or more sizes smaller than you).

HELP

Lend your aid to a creature's ability check or attack (only if you're within 5ft of target) to give them advantage.

HIDE

Make a DEX (Stealth) check to attempt to hide.

MARK

When you make a melee attack, you can choose to mark your target. Until the end of your next turn, one opportunity attack you make against your target has advantage without using a reaction.

OVERRUN/TUMBLE

Make your way through a hostile creature's space. As an action or bonus action, make a STR (Athletics) or DEX (Acrobatics) check contested by the target's same. For STR, if you are larger than your target, you gain advantage, if you're smaller, disadvantage.

READY

Decide on a trigger and the action you will take against it, if it occurs. If the trigger happens before your next turn, you can immediately use your reaction. To ready a spell, it must have a casting time of 1 action.

SEARCH

Devote your attention to finding something and make a WIS (Perception) or INT (Investigation) check under DM's discretion.

SHOVE

Use an attack action to shove a creature to knock it prone or push it 5 feet away from you. Your target must be no more than one size larger than you, and within reach. Make a STR (Athletics) check contested by target's STR (Athletics) check or DEX (Acrobatics) check.

Shove Aside: Take disadvantage on your ability check to move target 5ft to a different space within your reach.

STABILIZE

Use a Healer's Kit or make a Medicine check with a DC of 10 to cause a dying creature to become stable.

USE AN OBJECT

Complex interactions may take a full action. (DM's Discretion)

RESTING

SHORT REST

A period of downtime lasting at least one hour, during which time you can do nothing more strenuous than eating, drinking, reading, or tending to wounds.

You regain the use of abilities, features, and resources that are refreshed by taking a Short Rest.

You are allowed to expend one of your accumulated Hit Die by rolling a die of the corresponding type. You regain hit points equal to the rolled value + your Constitution modifier. Afterwards, you may choose to spend another Hit Die.

LONG REST

A period of extended downtime lasting at least eight hours, during which time you must either sleep or perform only light activities such as talking, eating, or standing watch. These activities can occupy no more than 2 hours of your Long Rest. Performing more than an hour of strenuous activity such as walking or fighting will also interrupt your Long Rest. You may only benefit from one Long Rest in a 24-hour period and you must begin the rest with at least one hit point.

You regain the use of abilities, features, and resources that are refreshed by taking a Long Rest.

You regain all of your lost hit points unless otherwise indicated.

You regain a number of Hit Die equal to up half of your total possible Hit Die.

DYING

UNCONSCIOUS

When you are reduced to zero hit points you fall unconscious. There are no negative hit point values.

DEATH SAVING THROWS

Whenever you start your turn with zero hit points you must make a death saving throw. On a roll of 10 or higher, you succeed. On your third success you become stable while on your third failure you die. These results need not be consecutive. On a roll of 1 you suffer two failures while on a roll of 20 become stable and gain one hit point.

DAMAGE AT 0 HIT POINTS

If you take any damage while at zero hit points you suffer a death saving throw failure. If this damage is from a critical hit you instead suffer two failures. If this damage is greater than or equal to your hit point maximum you suffer instant death.

CONDITIONS & STATES

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.

DEAFENED

A deafened creature can't hear and automatically fails any ability check that requires hearing.

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.

INCAPACITATED

An incapacitated creature can't take actions or reactions.

EXHAUSTION

Level 1 - Disadvantage on ability checks

Level 2 - Speed halved

Level 3 - Disadvantage on attack rolls and saving throws

Level 4 - Hit point maximum halved

Level 5 - Speed reduced to 0

Level 6 - Death

FALLING

At the end of a fall a creature takes 1d6 bludgeoning damage for every 10 feet they fell (max 20d6). A creature who takes damage this way is knocked prone.

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 (see the condition). The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect, such as when a creature is hurled away by the thunderwave spell.

INCORPOREAL

Incorporeal creatures have resistance against nonmagical damage: targets are resistant against nonmagical damage from an incorporeal source. They can move through objects and other creatures but must end movement in an empty space.

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 (see the condition) 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 nonmagical 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 (see the condition), 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 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 (see the condition), can't move, and can speak only falteringly. The creature automatically fails Strength and Dexterity saving throws. Attack rolls against the creature have advantage.

SUFFOCATING

A creature can hold its breath for 1+CON minutes (min 30 sec).

When it runs out of breath it can survive for a number of rounds equal to its CON. At the start of its next turn, it drops to 0 HP and is dying.

UNCONSCIOUS

An unconscious creature is incapacitated (see the condition), 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.

PARTY TRACKER

CHARACTER

AC

HP

DEATH SAVES

AMMO

POINTS

PP

HIT DICE

STATUS

INSP

NOTES

CHARACTER

AC

HP

DEATH SAVES

AMMO

POINTS

PP

HIT DICE

STATUS

INSP

NOTES

CHARACTER

AC

HP

DEATH SAVES

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POINTS

PP

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NOTES

CHARACTER

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POINTS

PP

HIT DICE

STATUS

INSP

NOTES

IMPROVISED DAMAGE

EXAMPLE	DAMAGE
Light blow, rudimentary trap, burn	1d6
Heavy blade, short fall, arcanic burst	1d10
Magic strike, crushed by object, large beast attack	2d10
Lava, medium fall, avalanche	3d10
Long exposure to hazard, cave-in, explosion	4d10
Lightning, long fall, eruption	5d10

IMPROVISED TRAPS

DANGER	SAVE DC	ATTACK BONUS
Minor	10 - 11	+3 to +5
Major	12 - 15	+6 to +8
Grave	16 - 20	+9 to +12

CHAR LEVEL	MINOR	MAJOR	GRAVE
1 to 4	1d6	1d10	2d10
5 to 10	1d10	2d10	4d10
11 to 16	2d10	4d10	8d10
17 to 20	4d10	8d10	12d10

SPECIAL THANKS TO

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And all our Patreon supporters



DM KILL COUNT: