Things to do on a Turn

Move up to your speed

Take one Action and one Bonus Action

Communicate with speech, gestures or both

Interact with one object or feature.

Actions

Attack	Make a melee or ranged attack
Cast a Spell	Cast a spell with a casting time of 1 action
Dash	Move your current speed a second time
Disengage	Your movement does not provoke attacks of opportunity
Dodge	Attacks against you are at disadvantage if movement is greater than 0 and not incapacitated. Advantage on Dex saves
Escape Grapple	Athletics or Acrobatic check contested by Grappler's Athletics check
Grapple	Target no more than 1 size larger. When attacking, forego weapon to attempt. Athletics check contested by Athletics or Acrobatics. Target has Grappled Condition if successful
Help	Target gains advantage on next ability check before your next turn
Hide	Stealth check to become hidden
Improvise	Action not described here

Actions (cont)

Ready	Prep for action later in round. Must determine trigger. Spend reaction to perform readied action at end of trigger. Spells require concentration until triggered
Search	Perception or Investigation check
Shove	As Grapple but success is either target prone or 5' away (grappler's choice)
Stabilize	Healer's Kit or Medicine Check (DC10) to stabilize dying creature

Interactions

Draw or sheathe a weapon

Open or close a door

Withdraw an item from your pack

Pick up a dropped or unattended item

Hand an item to another player

Throw a lever or switch

Turn a key in a lock

Pull the hood of your cloak up

Suffocation

Can hold breath for minutes equal to 1+ Con Mod (min 30 sec)

When out of breath or choking - survive for number of rounds equal to Con Mod (min 1)

Next turn drop to 0 hp -- cannot regain hp or be stabilized until able to breathe

Mounted Combat

Mount/Dismount = 1/2 Movement speed

If you are knocked prone or mount is moved against its will, DC10 Dex save or fall off mount, landing prone.

If mount is knocked prone, can use reaction to dismount and land on feet, otherwise dismounted and knocked prone

While mounted either control mount or allow to act independent. Intelligent mounts act independent

Control Mount: Initiative matches yours, moves as you direct, 3 actions: Dash, Disengage, Dodge

Independent Mount: Retains initiative. Moves as it wishes

If mount provokes opportunity attack, attacker can target mount or rider

Concentration

The following factors can break concentration

Casting another spell that requires concentration

Taking Damage. Con Save to keep concentration
DC=10 or half damage, whichever is higher

Incapacitated or killed

Enormous distraction
DC 10 Con save to maintain

Falling

1d6 Bludgeoning for every 10' falling (max 20d6)

Land prone, unless you avoid taking damage

Improvising Damage

Burned by coals, Hit by falling bookcase	1d10
Struck by lightning, Stumbling into a fire	2d10

Improvising Damage (cont)

Hit by falling rubble, Step into vat of acid	4d10
Wading through lava, Crushed by rocks	10d10
Submerged in lava, Hit by crashing fort	18d10

Damage and Dying

Unconscious	0 hp
Death Saving Throws	Whenever turn starts at 0 hp. 10+ = success 3 successes = stable 3 failures = death Roll of1 = 2 failures Roll of 20 = stable and 1hp
Damage at 0 hp	Damage at 0 hp = death save fail Crit = 2 fails If damage is >= hp max, death

Cover

Degree	Effect
Half Cover	+2 to AC +2 To Dex save
3/4 Cover	+5 to AC +5 to Dex save
Total Cover	Cannot be targeted directly by att or spell

Surprise

Compare Stealth of hidden vs Passive Perception of opposing side

Anyone that fails is surprised

Surprised = no action, move or reaction first round of combat.

If neither side tries to be stealthy, no one is surprised

Stealth

Cant attempt if target is looking at you. If their Passive Perception is higher than your Stealth roll, they detect you. They can roll Perception if they are actively looking for you. If you are hidden you have advantage on attack rolls against creatures that cannot see you. Attacking out of Stealth reveals you

Donning and Doffing Armor

Category	Don	Doff
Light	1 min	1 min
Medium	5 min	1 min
Heavy	10 min	5 min
Shield	1 action	1 action

Spellcasting Services

Formula for calculating Spellcasting services:

$(Spell Level)^2 \times 10 + (Consumed Materials \times 2) + (Non\text{-}Consumed Materials \times .1)$

Tavern / Inn Prices

Item	Cost
Ale	--
Gallon	2sp
Mug	4cp

Tavern / Inn Prices (cont)

Inn Stay (per day)	--
Squalid	7cp
Poor	1sp
Modest	5sp
Comfortable	8sp
Wealthy	2gp
Aristocratic	4gp
Meals (per day)	--
Squalid	3cp
Poor	6cp
Modest	3sp
Comfortable	6sp
Wealthy	8sp
Aristocratic	2gp
Wine	--
Common (pitcher)	2sp
Fine (bottle)	10 gp

Resting

Short Rest

At least 1 hr : only eating, drinking, reading, tending wounds

Abilities and features refresh after a short rest

Can roll 1HD to regain hp= to Con bonus +HD roll. Can repeat.

Long Rest

At least 8 hrs, Once /24 hour period. Sleep and no more than 2 hrs light activities.

Regain Long Rest features and abilities

Regain all lost hp

Regain half the HD expended (min 1)

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Not published yet.
Last updated 23rd July, 2024.
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Exhaustion

Lv	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death
*The effects of exhasution are cumulative.	*At the end of a long rest if a creature has had food or drink it decreases its level of Exhaustion by 1.

Light Sources

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

Potions

Potion of	Rarity	Effect
Healing	Common	Heal 2d4+2
Greater Healing	Uncommon	Heal 4d4+4
Superior Healing	Rare	Heal 8d4+8
Climbing	Common	Gain Climb Speed
Poison (looks like healing)	Uncommon	3d6 Poison damage

Character Advancement

Level	Experience Points	Prof. Bonus
1	0	+2
2	300	+2
3	900	+2
4	2,700	+2
5	6,500	+3
6	14,000	+3
7	23,000	+3
8	34,000	+3
9	48,000	+4
10	64,000	+4
11	85,000	+4
12	100,000	+4
13	120,000	+5
14	140,000	+5
15	165,000	+5
16	195,000	+5
17	225,000	+6
18	265,000	+6
19	305,000	+6

Character Advancement (cont)

20	355,000	+6

Weapons

Weapon	Cost	Damage	Properties
Club (2 lb)	1 sp	1d4 B	Light
Dagger (1lb)	2 gp	1d4 P	Finesse, Light, Thrown (20/60)
Greatclub (10 lb)	2 sp	1d8 B	Two-handed
Handaxe (2 lb)	5 gp	1d6 S	Light, Thrown (20/60)
Javelin (2 lb)	5 sp	1d6 P	Thrown (30/120)
Light Hammer (2 lb)	2 gp	1d4 B	Light, Thrown (20/60)
Mace (4 lb)	5 gp	1d6 B	
Quarterstaff (4 lb)	2 sp	1d6 B	Versatile (1d8)
Sickle (2 lb)	1 gp	1d4 S	Light
Spear (3lb)	1gp	1d6 P	Thrown (20/60), Versatile (1d8)
Unarmed Strike		1 B	
Crossbow, Light (5 lb)	25 gp	1d8 P	Ammunition (80/320), Loading, Two-handed
Dart (1/4 lb)	5 cp	1d4 P	Finesse, Thrown (20/60)
Shortbow (2lb)	25 gp	1d6 P	Ammunition (80/320), Two-Handed

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Weapons (cont)

Sling	1sp	1d4 B	Ammunition (30/120)
Battleaxe (4 lb)	10 gp	1d8 S	Versatile (1d10)
Flail (2 lb)	10 gp	1d8 B	
Glaive (6 lb)	20 gp	1d10 S	Heavy, Reach, Two-Handed
Greataxe (7 lb)	30 gp	1d12 S	Heavy, Two-Handed
Greatsword (6 lb)	50 gp	2d6 S	Heavy, Two-Handed
Halberd (6 lb)	20 gp	1d10 S	Heavy, Reach, Two-Handed
Lance (6 lb)	10 gp	1d12 P	Reach, Special
Longsword (3 lb)	15 gp	1d8 S	Versatile (1d10)
Maul (10 lb)	10 gp	2d6 B	Heavy, Two-Handed
Morningstar (4 lb)	15 gp	1d8 P	
Pike (18 lb)	5 gp	1d10 P	Heavy, Reach, Two-Handed
Rapier (2 lb)	25 gp	1d8 P	Finesse
Scimitar (3lb)	25 gp	1d6 S	Finesse, Light
Shortsword (2 lb)	10 gp	1d6 P	Finesse, Light
Trident (4 lb)	5 gp	1d6 P	Thrown (20/60), Versatile (1d8)

Weapons (cont)

War Pick (2 lb)	5 gp	1d8 P	
Warhammer (2 lb)	15 gp	1d8 B	Versatile (1d10)
Whip (3lb)	2 gp	1d4 S	Finesse, Reach
Blowgun (1 lb)	10 gp	1 P	Ammunition (25/100), Loading
Crossbow, hand (3lb)	75 gp	1d6 P	Ammunition (30/120), Light, Loading
Crossbow, Heavy (18lb)	50 gp	1d10 P	Ammunition (100 / 400), Heavy, Loading, Two-Handed
Longbow (2 lb)	50 gp	1d8 P	Ammunition (150/600), Heavy, Two-Handed
Net (3lb)	1 gp		Special, Thrown (5/15)

Armor

Armor	Cost	Armor Class	Properties
Padded (L, 8 lb)	5 gp	11+ Dex Mod	Dis Stealth
Leather (L, 10 lb)	10 gp	11+ Dex Mod	
Studded Leather (L, 13 lb)	45 gp	12+ Dex Mod	
Hide (M, 12 lb)	10 gp	12+ Dex Mod (max 2)	
Chain Shirt (M, 20 lb)	50 gp	13+ Dex Mod (max 2)	

Armor (cont)

Scale Mail (M, 45 lb)	50 gp	14+ Dex Mod (max 2)	Dis Stealth
Breastplate (M, 20 lb)	400 gp	14+ Dex Mod (max 2)	
Half Plate (M, 40 lb)	750 gp	15+ Dex Mod (max 2)	Dis Stealth
Ring Mail (H, 40 lb)	30 gp	14	Dis Stealth
Chain Mail (H, 55 lb)	75 gp	16	Dis Stealth Strength 13
Splint (H, 60 lb)	200 gp	17	Dis Stealth Strength 15
Plate (H, 65 lb)	1500 gp	18	Dis Stealth Strength 15
Shield (6 lb)	10 gp	+2	

Services

Service	Pay
Coach Cab	
Between Towns	3cp/mile
Within a City	1cp
Hireling	
Skilled	2gp/day
Unskilled	2sp/day
Messenger	2cp/mile
Road/Gate Toll	1cp
Ships passage	1sp/mile

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Object AC

Substance	AC
Cloth, Paper, Rope	11
Crystal, Glass, Ice	13
Wood, Bone	15
Stone	17
Iron, Steel	19
Mithril	21
Adamantium	23

Food and Water

Food

1 lb per character per day

Half ration: 1/2 day of starvation per full day

After Con mod +3 days of starvation, one level of exhaustion per full day without food, or Con save (DC 10) vs. exhaustion per full day on half rations

Water

1 gal (2 waterskins) per character per day.

*Large x4; Huge x16; Gargantuan x32; x2 in hot conditions

Half ration: Con Save (DC 15)

No water for 1 day=1lvl exhaustion at the end of the day. If character has 1 or more levels, it takes two levels.

Traveling

Pace	Distance Travelled	**Effect
Slow	200ft/min 2mph 18mi/day	Able to Stealth
Normal	300ft/min 3mph 24mi/day	--

Traveling (cont)

Fast	400ft/min 4mph 30mi/day	-5 Passive Perception
Forced March	>8hrs Con Save DC10+1/hr	Fail=1lvl Exhaustion

Conditions and States

Blinded	Fail sight related checks Disadvantage on Attack rolls Attackers have Advantage
Charmed	Cannot Attack or target charmer with harmful effects Charmer has advantage in social interaction with charmed
Deafened	Fail hearing related checks
Dead	Dead
Exhausted	See Exhaustion Table
Falling	1d6 bludgeoning for each 10 ft fallen (max 20d6) Knocked prone
Frightened	Disadvantage on Ability Checks while source of fear is in sight Cannot willingly move towards source of fear
Grappled	Speed =0 Ends when Grappler is incapacitated, is no longer within reach or fails skill contest
Incapacitated	Cannot take actions or reactions

Conditions and States (cont)

Incorporeal	Resistance against non-magical damage Can move through object and other creatures. Must end movement in an empty space.
Invisible	Heavily Obscured for hiding purposes Advantage on attack rolls Attackers have disadvantage
Paralyzed	Incapacitated and cannot move or speak Auto fail Str and Dex saves Attackers have advantage and any hit within 5ft is a crit
Petrified	Weight increases x10, no longer age Incapacitated and cannot move or speak, and unaware of surroundings Autofail Str and Dex saves Attackers have advantage Resistance to all damage Any poison or disease afflicting target is suspended and target is immune to poison and disease
Poisoned	Disadvantage on attack rolls and ability checks

Conditions and States (cont)

Prone	Only move options are crawl or stand up Disadvantage on attack rolls Attackers within 5 ft have advantage, otherwise disadvantage Can stand using 1/2 movement
Restrained	Speed = 0 Disadvantage on Attack and Dex saves Attackers have advantage
Squeezing	1 size smaller moving through tight areas Every foot of movement costs double Attackers have advantage Disadvantage on Dex Saves and attack rolls
Stable	0 hp and unconscious Any damage resumes death saves If still at 0 hp after d4 hours regain 1 hp
Stunned	Incapacitated and cannot move Ability to speak is impaired Autofail Str and Dex saves Attacker has advantage
Unconscious	Incapacitated, cannot move or speak, unaware of surroundings Drop held items and fall prone Autofail Str and Dex saves Attacker has advantage and all hits within 5ft are crits

Skills

Strength	Force open a stuck door Break free of bonds Push through a too small tunnel Hang on while being dragged Tip over a heavy object Keep an object from rolling
Athletics	Climb a sheer surface Avoid hazards while climbing Jump a long distance Do a stunt mid-jump Swim or float in treach-erous water Resist being pushed or pulled under water
Dexterity	Control a cart on steep descent Steer chariot around a tight turn Pick a lock Disable a trap Tie up a prisoner Wriggle free of bonds Play a stringed instrument Craft a small or detailed object
Acrobatics	Stay on your feet in difficult situations Acrobatic stunts
Sleight of Hand	Planting an object on someone Concealing an ojbect on your person Lift a coin purse Pick pockets
Stealth	Conceal yourself from enemies Slink past guards Slip away without being noticed Sneak up on Someone without being seen or heard

Objects and Damage Types

Objects are immune to poison and psychic damage. Some Damage Types are more effective against a particular object or substance than others

Object Hit Points

Size	Fragile	Resilient
Tiny (Lock)	1d4	2d4
Small (Chest)	1d6	3d6
Medium (Barrel)	1d8	4d8
Large (Cart)	1d10	5d10

Objects Damage Threshold

An object with a damage threshold has immunity to all damage unless it takes an amount of damage from a single Attack or effect equal to or greater than its damage threshold, in which case it takes damage as normal. Any damage that fails to meet or exceed the object's damage threshold is considered superficial and doesn't reduce the objects hit points.

Huge and Gargantuan Objects

If you track hit points for the object divide it into Large or smaller sections, and track each sections hit points separately. Destroying one of those sections could ruin the entire object.

Weapon Properties

Finesse	Str or Dex for attack and damage rolls
Heavy	Small creatures at disadvantage on attack
Light	Can be used for two-weapon fighting
Loading	Fire once per round only

Weapon Properties (cont)

Range	(normal/max) Disadvantage beyond normal range
Reach	+5ft to reach
Special	Unusual Rules specific to weapon
Thrown	Ranged attack for normal damage Without thrown property deals 1d4 and range (20/60)
2-handed	Requires two hands to use
Versatile	Use two-handed for increased damage

Lifestyle Expenses

Lifestyle	Price/Day
Wretched	--
Squalid	1sp
Poor	2sp
Modest	1gp
Comfortable	2gp
Wealthy	4gp
Aristocratic	10gp minimum