

Vision

Light Sources

Source	Bright	Dim	Duration
Mundane			
Candle	5' r	+5' r	1 hour
Lamp	15' r	+ 30' r	6 hours
Lantern, Bullseye	60' C	+ 60' C	6 hours
Lantern, hooded	30' r	+ 30' r	6 hours
Torch	20' r	+ 20' r	1 hour

Magic

Continual Flame	20' r	+ 20' r	Until Disp.
Dancing Lights	-	10' r	Up to 1 min
Faerie Fire	-	10' r	Up to 1 min
Flame Blade	10' r	+10' r	Up to 10 min
Flaming Sphere	20' r	+ 20' r	Up to 1 min
Holy Aura	-	5' r	Up to 1 min
Light	20' r	+ 20' r	1 hour
Moonbeam	-	5' r cyl	Up to 1 min
Prismatic Wall	100'	+ 100'	10 mins
Wall of Fire	60'	+ 60'	Up to 1 min

Cover and Concealment

Cover PHB p196	
Half	+2 AC and DEX saves
Three-Quarters	+5 AC and DEX saves
Total Cover	Can't be targeted
Concealment PHB p183	
Lightly Obscured	Disad on WIS (Perception).
Heavily Obscured	Blocks vision entirely

Vision Abilities

Blindsight PHB p183	Perceive surroundings without relying on sight.
Darkvision PHB p183	See in darkness as if in dim light, cannot see colors.
Truesight PHB p185	See in darkness, invisible, visual illusions, original form of creatures, and into the Ethereal Plane.

Travel

Pace	Minute	Hour	Day	Effect
Fast	400 ft	4mi	30 mi	-5 to Pas. Perception
Normal	300 ft	3 mi	24 mi	-
Slow	200 ft	2 mi	18 mi	Can use stealth

Difficult terrain is half speed.

A day of travel assumes 8 hours walking. Each hour above that requires a Con save at DC 10 + 1 for each extra hour, failure adds one level of exhaustion.

Mounts can gallop at twice their usual Move, but only for an hour.

Climbing, Swimming and Crawling are at half speed (quarter for difficult terrain). Might require Str (Athletics) or Dex (Acrobatics) checks.

Dropping **prone** is a free movement. Standing up costs half your Move.

Jumping Running long jump is Str ft. Standing long jump is half that distance. Running high jump is 3 + Str Mod ft. Standing high jump is half that. Max reach is jump height + 1½ character's height. Attempting to jump further/higher might require Str (Athletics) check. Landing in difficult terrain requires a Dex (Acrobatics) check to avoid landing prone.

Activities while travelling

Navigate, Draw A Map, Track, or Forage. Characters performing these do not get a Passive Perception check.

Tracking

Ground Surface	DC
Soft surface such as snow or sand	10
Dirt or grass	15
Bare stone	20
Each day since the creature passed	+5
Creature left a trail such as blood	-5

Combat

Move

Walk	Move up to your speed.
Climb, Crawl, Swim	Adds 1' cost per 1' moved

Interact with one item

Draw or sheath a weapon
Transfer an item from one hand to the other
Load a crossbow
Retrieve or put away a stored item
Pick up an item
Move an object
Open a chest
Open a door

Combat Actions (1 per round)

Attack	Make a melee or ranged attack
Cast a Spell	With 1 action casting time
Dash	Double movement
Disengage	Moving does not provoke OAs.
Dodge	Adv on Dex saves. Attacks against you have Disad.
Help	Give Adv to another's next relevant ability check or attack
Hide	Dex (Stealth) while unseen
Ready	Trigger action as a reaction,
Search	DM will ask for a check.
Use an Object	Activate an item.
Improvised Action	Anything not in the rules.

Bonus action (1 per round)

Two-Weapon Fighting	When you attack while using 2 light melee weapons, you can use a Bonus Action to attack with the offhand. Offhand gets no ability mod to damage
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Reaction (1 per round)

Opportunity Attack	Provoked when a hostile creature moves out of your reach. OA resolves before movement.
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Survival

Exhaustion

Level	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disad on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink.

Death, Dying and Recovery

Instant Death	If damage remaining after 0 HP is >= your HP maximum, you die
Death Saves At 0 HP	(DC 10) Stabilize on 3 successes. Die on 3 failures. Stabilize when you regain any HP Natural 1: Counts as two failures. Natural 20: Regain 1HP.
Damage At 0 HP	Automatic death save failure. Crits count as 2 failures. Crit damage >=HP max. kills you.
Subdual	When you reduce creature to 0 HP you can choose to knock it unconscious instead of killing it.
Short Rest	1 hour. Can spend Hit dice.
Long Rest	8 hours. Restores all HP, all spell slots and half total Hit Dice (min. 1 HD).

Food and Water

Food	1 lb of food per day. Half that counts as half a day of starvation. Can go 3 + Con mod days without food. Each extra day is +1 exhaustion.
Water	1 gal of water a day (2 if in a hot environment). Half that, make a DC 15 Con save at the end of the day or suffer +1 exhaustion. Less than half water rations, automatic +1 exhaustion. If you are already exhausted then exhaustion gain due to thirst is doubled.

Conditions

Blinded	Fail checks requiring sight. Disad on attacks. Attacks against you have Adv.
Charmed	Cannot harm charmer. Charmer has Adv on social ability checks.
Deafened	Fail checks involving hearing
Frightened	Disad on ability checks and attacks while fear source is in line of sight, can't move closer to fear source.
Grappled	Speed becomes 0
Incapacitated	No actions or reactions.
Invisible	Adv on your attacks. Attacks against you have Disad
Paralyzed	Incapacitated, can't move or speak. Fail Str and Dex saves. Attacks against you have Adv and crit if within 5 feet.
Petrified	Incapacitated, can't move or speak, unaware. Fail Str and Dex saves. Attacks against you have Adv. Resist all damage. Immune to poison and disease.
Poisoned	Disad on attacks and ability checks.
Prone	May crawl or stand. Disad on your attack rolls. Attacks against you outside of 5' have Disad, within 5' have Adv.
Restrained	Speed is 0. Attacks and Dex saves have Disad. Attacks against you have Adv.
Stunned	No actions or moves. Fail Str and Dex saves. Attacks against you have Adv.
Unconscious	Incapacitated, can't move or speak, unaware. Drop anything held. Fall Prone. Fail Str and Dex saves. Attacks against you have Adv and crit if within 5 feet.

Money

Exchange Rates

Coin	cp	sp	ep	gp	pp
Copper (cp)	1	1/10	1/50	1/100	1/1000
Silver (sp)	10	1	1/5	1/10	1/100
Electrum (ep)	50	5	1	1/2	1/20
Gold (gp)	100	10	2	1	1/10
Platinum (pp)	1,000	100	20	10	1

Lifestyle Expenses

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

Services

Service	Pay
Coach cap - between towns	3 cp/mile
Coach cab - within a city	1 cp
Hireling - Skilled	2 gp/day
Hireling - Unskilled	2 sp/day
Messenger	2 cp/mile
Road or gate toll	1 cp
Ship's passage	1 sp/mile

Food Drink & Lodging

Item	Cost	Item	Cost
Ale - Gallon	2 sp	Banquet / person	10 gp
Ale - Mug	4 cp	Cheese, hunk	1 sp
Meat, chunk	3 sp		
Wine, pitcher	2 sp	Wine, bottle	10 gp
Quality	Inn stay (day)	Meals (day)	
Squalid	7 cp		3 cp
Poor	1 sp		6 cp
Modest	5 sp		3 sp
Comfortable	8 sp		5 sp
Wealthy	2 gp		8 sp
Aristocratic	4 gp		2 gp

Encounters			
Difficulty Class			
Task Difficulty	DC	Task Difficulty	DC
Very easy	5	Hard	20
Easy	10	Very hard	25
Medium	15	Nearly impossible	30
Creature Size			
Size	Space		Hit Die
Tiny	2½ by 2½ ft		d4
Small	5 by 5 ft		d6
Medium	5 by 5 ft		d10
Large	10 by 10 ft		d12
Huge	15 by 15 ft		d12
Gargantuan	20 x 20 ft or larger		d20
Improvising Damage			
Example			Dice
Burned by coals, hit by falling book-case			1d10
Struck by lightning, stumbling into a fire-pit			2d10
Hit by falling rubble, collapsing tunnel			4d10
Crushed by compacting walls, wading through lava stream			10d10
Submerged in lava, hit by crashing flying fortress			18d10
Tumble into vortex of Elemental Fire, crushed in jaws of god-like or moon-sized monster			24d10
Damage Severity by Level			
Character level	Setback	Dangerous	Deadly
1-4	1d10	2d10	4d10
5-10	2d10	4d10	10d10
11-16	4d10	10d10	18d10
17-20	10d10	18d10	24d10
Trap Save DC and Attack Bonus			
Trap Danger	Save DC	Attack Bonus	
Setback	10–11	+ 3 to + 5	
Dangerous	12–15	+ 6 to + 8	
Deadly	16–20	+ 9 to + 12	

Objects			
Objects always fail STR and DEX saving throws and are immune to effects that call for other saves.			
Armor Class			
Material	AC	Material	AC
Cloth, Paper, rope	11	Iron, steel	19
Crystal, glass, ice	13	Mithral	21
Wood, bone	15	Adamantine	23
Stone	17		
Hit Points			
Size	Fragile HP	Resilient HP	
Tiny (bottle, lock)	2 (1d4)	5 (2d4)	
Small (chest, lute)	3(1d6)	10(3d6)	
Medium (barrel, chandelier)	4 (1d8)	18 (4d8)	
Large (cart, 10-ft.-by-10-ft. window)	5 (1d10)	27 (5d10)	
Donning Armor			
Category	Don	Doff	
Light Armor	1 min	1 min	
Medium Armor	5 min	1 min	
Heavy Armor	10 min	5 min	
Shield	1 action	1 action	
Useful Objects			
Acid Vial: Ranged attack, 2d6 acid damage.			
Antitoxin: Adv on poison saves for 1 hour.			
Ball Bearings: DC10 Dex save or fall prone.			
Caltrops: DC15 Dex save or stop, take 1 damage and speed reduced by 10'			
Healer's Kit: 10 uses. 1 use as action to stabilize the dying without a check.			
Holy Water: 2d6 radiant to fiends, undead			
Oil: +5 fire damage if splashed target takes any fire damage. Or burn on ground, 5' area, 2 rounds, 5 fire damage per round.			
Potion of Healing: Action to heal 2d4+2.			
Torch: Burns for 1 hour. Provides 20' bright light, 40' dim light. Hits for 1 fire damage.			

Abilities			
Skills			
Strength	Athletics		
Dexterity	Acrobatics, Sleight of Hand, Stealth		
Constitution	-		
Intelligence	Arcana, History, Investigation, Nature, Religion		
Wisdom	Animal Handling, Insight, Medicine, Perception, Survival		
Charisma	Deception, Intimidation, Performance, Persuasion		
Carrying Capacity			
Carry	15×STR lb.		
Push, drag or lift	30×STR lb. This drops speed by 5.		
Tiny creatures half; Large creatures double; huge creatures triple; gargantuan creatures quadruple.			
Ability Scores & Modifiers			
Score	Modifier	Score	Modifier
1	-5	16-17	+3
2-1	-4	18-19	+4
4-5	-3	20-21	+5
6-7	-2	22-23	+6
8-9	-1	24-25	+7
10-11	0	26-27	+8
12-13	+1	28-29	+9
14-15	2	30	+10
Grappling			
Requires one free hand. Target must be no more than one size larger. Opposed Str (Athletics) vs Str (Athletics) or Dex (Acrobatics). Success means target gains grappled condition. Your move speed is halved, unless the creature is two or more sizes smaller than you.			