



RESISTANCE/VULNERABLE
Resistant to damage takes ½;
if vulnerable x2

ADVANTAGE / DISADVANTAGE

Advantage = roll 2 dice and take the highest. *Disadvantage* = roll 2 dice and take the lowest.

1. MOVEMENT

Walk/Run Move up to your *Movement Speed*. 5 feet = 1 hex on the grid. You can break movement between actions, if you subtract the distance already moved.

Climb/Swim = ½ speed. May involve a *Strength Check (Athletics)* if difficult.

Crawl while Prone (see **CONDITIONS**) = ½ speed. Dropping *Prone* costs no speed. Crawling in *Difficult Terrain* = 1/3 speed.

Difficult Terrain = ½ speed. Another creature's space counts as difficult terrain.

Jump After moving at least 10 feet on foot, you can jump your *Strength* in feet straight forward or 3 + your *Strength Modifier* up. Jump distance is halved if performed from a standing start.

Stand Up = ½ speed. Standing up from *Prone* costs half your movement speed for the turn.

2. INTERACTION, such as: Brief Utterances, Gestures, Draw a Weapon, Open/Close a Door or Chest, Pull Lever, Pickup item

3. AN ACTION, being one of:

Attack

Melee Attack on a target within 5ft, including throwing. If attacking with a light melee weapon (e.g. handaxe), may use **BONUS ACTION** (see below) to attack with other hand (minus ability modifier).

Ranged Attack up to normal range, or with *Disadvantage* on long range. *Disadvantage* if NPC is within 5ft, not incapacitated and can see attacker.

Roll d20 + *ATK Bonus*. If \geq to NPC's *Armor Class (AC)* then it hits.
Then roll *Damage/Type* dice to determine how much damage the NPC gets.

Cast a Spell

The spell must be one of your *Prepared Spells*. Must have a spell slot available, unless the spell is a *Cantrip*. Must be able to produce the components required *Verbal, Somatic* or *Material*. Must have a clear path to the target and it must be in range. *Disadvantage* if NPC is within 5ft, not *Incapacitated* and can see attacker.

To resist your spell, NPC must roll 13 or above.
Roll spell dice +5 for your *Spellcasting Ability* modifier to determine damage the NPC gets.
Cleric: Note *Disciple of Life* effect

Spell slots are reset after a *Long Rest*. You can change your prepared spells after a *Long Rest*.

Dash Gain your *Speed* as extra movement.

Disengage Your movement does not provoke any opportunity attacks this turn.

Dodge Attackers you can see gain *Disadvantage* and you gain *DEX* saving throws.

Help Give an ally *Advantage* for their next ability check or attack roll for any opponent within 5ft of you.

Hide Hide from NPCs that cannot perceive you. Your *DEX* check versus their *Perception*.

Ready Choose an action that you will take in response to a set trigger. Readying a spell requires *Concentration*.

Search Search for something using *Perception* or *Investigation*.

Use a Second Object

4. BONUS ACTION

e.g. Rogue's *Cunning Action* or Warrior's *Offhand Action*. Choose when, during your turn, to conduct the Bonus Action.

5. REACTION

Instant Response to a specified trigger. *Attack of Opportunity* occurs when a NPC you can see moves out of your range. Make one Melee Attack.

COVER

Half cover = +2 AC, 3/4 cover = +5 AC. Total cover cannot be targeted.

REST

Short Rest = 1hr, you roll Hit Dice to regain HP. Dice + *CON modifier* is added to your current HP. Wizard: Note *Arcane Recovery*; Cleric: Note *Channel Divinity* ability.

Long Rest = 8hrs, you regain all HP, half your *Hit Dice* and all Spell Slots.

FALLING

1d6 bludgeoning damage per 10ft fallen, ending *Prone*.

CONDITIONS

Blinded Fails checks involving sight. Attacks have *Disadvantage*, enemy attacks have *Advantage*.

Charmed Cannot harm/attack charmer. Charmer has *Advantage* to ability checks on social interaction.

Deafened Fails checks involving hearing.

Frightened *Disadvantage* to checks/attacks when source of fear is in sight. Cannot willingly move closer to the source of fear.

Grappled *Speed* = 0, regardless of bonus. Ends when grappler is incapacitated or moved out of the grappler's reach by an effect.

Incapacitated Cannot take actions or reactions.

Invisible Cannot be (normally) seen, but still make noise and tracks. Attacks have *Advantage*, enemy attacks have *Disadvantage*.

Paralysed *Incapacitated* - cannot move or speak. Fails *STR* and *DEX* saving throws. Enemy attacks have *Advantage* and are critical if within 5ft.

Petrified *Incapacitated* and cannot move, speak or aware of surroundings. Resistance to all damage. Immune to poison/disease. Fail *STR* and *DEX* saving throws. Enemy attacks have *Advantage*. Weight increases by factor 10.

Poisoned *Disadvantage* on attack rolls and ability checks.

Prone *Crawl* or *Stand Up*. Attacks have *Disadvantage*. Enemy attacks have *Advantage* within 5ft and *Disadvantage* if further away.

Restrained *Speed* = 0, regardless of bonus. *Disadvantage* on *DEX* saving throws. Attacks have *Disadvantage*. Enemy attacks have *Advantage*.

Stunned *Incapacitated* - cannot move. Can only speak falteringly. Fail *STR* and *DEX* saving throws. Enemy attacks have *Advantage*.

Unconscious *Incapacitated* – cannot move or speak. Unaware of surroundings. Drop everything. Fail *STR* and *DEX* saving throws. Enemy attacks have *Advantage*. Enemy attacks within 5ft are critical hits.