

# ADVENTURING BASICS

## MOVEMENT

**SPEED** – Your SPEED score is the distance in feet you travel in 1 Round (6 seconds)  
SPEED x10 = Number of feet traveled in 1 minute using a normal pace  
SPEED / 10 = Number of miles traveled in 1 hour (x8 = miles traveled in one day)

A Fast Pace increases your Base SPEED by 10 but give a -5 penalty to Passive Perception checks

A Slow Pace decreases your Base SPEED by 10 and allows you to use stealth.

**Forced March** – Each hour beyond 8 of walking, ROLL Constitution Save vs DC 10 (+ 1 per hour over 8)  
On Failed Save suffer one level of EXHAUSTION.

**DIFFICULT TERRAIN / CLIMBING / SWIMMING / CRAWLING** – All move at Half SPEED

**RUNNING LONG JUMP** = STR Score (in feet) / **RUNNING HIGH JUMP** = 3 + STR Modifier / Half if STANDING

## ENVIRONMENT

**LIGHT & VISION** – UNOBSCURED (sunlight, torch light, fire light, mage light) has no adverse effects on vision  
LIGHTLY OBSCURED – (dim light, twilight, fog, medium foliage) DISADVANTAGE on Perception checks  
HEAVILY OBSCURED – (night, dungeons, thick fog or foliage) treat as BLINDED Condition

**BLINDSIGHT** – Unaffected by any light conditions

**DARKVISION** – Treat Dim Light as UNOBSCURED; Treat Darkness as LIGHTLY OBSCURED

**TRUESIGHT** – See in Darkness; Detect Invisible, Illusions & Shapechanged; See the Ethereal Plane

**FALLING** – PCs take 1d6 Damage for every 10 feet it fell, to a maximum of 20d6

**SUFFOCATING** – PC can hold his breath for a number of minutes equal to 1 + CONSTITUTION modifier  
After this, PC survives a number of Rounds equal to CONSTITUTION modifier; PC drops to 0 hp & dying

**FOOD & WATER** – PCs need 1 pound of food per day; # days without food = 3 + CONSTITUTION modifier  
Each day beyond this limit, the PC suffers one level of EXHAUSTION

PCs need 1 gallon of water per day; any less ROLL a DC 15 CONSTITUTION Saving Throw  
Any Failed Save or any day without water, the PC suffer one level of EXHAUSTION

## RESTING

**SHORT REST** – Period of downtime at least 1 hour long  
PC can only eat, drink, read, rest, or tend wounds.

Spend one or more Hit Dice up to max Hit Dice to gain hit points.  
For each HD spent ROLL appropriate dice (based on class) and  
Add CON modifier. Regain that number of hit points.

Ex. A 4<sup>th</sup> level fighter with +1 CON spends 2 (of 4) HD  
ROLL 1d10 + 1 twice, heal that many hit points.

**LONG REST** – Period of downtime at least 8 hours long  
PC must sleep for 6 hours, with light activity for 2 hours.  
If interrupted for 1 hour, must rest again to gain benefit

Regain all lost hit points and all spent spell slots

Regain lost Hit Dice up to ½ Max Hit Dice

PC can only benefit from 1 long rest per day

Ex. A 4<sup>th</sup> level fighter can regain up to 2 lost Hit Dice

## EXHAUSTION

Various Hazards (hunger, freezing, forced march, etc.) can lead to the condition of exhaustion.

Exhaustion is measured in levels

Level	Effect
1	Disadvantage Ability check
2	Speed is halved
3	Disadvantage Attack/Saves
4	Hit Point Max is halved
5	Speed reduced to 0
6	Death

Each level also suffers the effects of the lower level

A Long Rest reduces Exhaustion by 1 level if food & water is present

## COMBAT BASICS

**SURPRISE** – ROLL D20 + Stealth modifier vs. Target's Passive Perception (10 + Perception modifier).  
Subject must be sneaking or target is distracted. Surprised targets cannot act or react in first round

**INITIATIVE** – All ROLL D20 + Dexterity modifier. Ranked highest to lowest for order of battle.

**ROUND** – Equal to 6 seconds of combat. You can **move** a distance up to your **SPEED** and **take one action**  
Movement can be before and/or after your action. You can also interact with one object per turn.

## COMBAT ACTIONS

**ATTACK** – Make one melee or ranged attack. High level fighters & some spells allow multiple attacks

**CAST A SPELL** – Cast a prepared spell (Most spells have a casting time of 1 action)

**DASH** – Move an extra number of feet equal to your **SPEED**

**DISENGAGE** – Movement during this turn does not provoke opportunity attacks

**DODGE** – Actively avoid attacks. Attacks against you have disadvantage. DEX saves have advantage

**HELP** – Help another with a task. Helped person has advantage to perform task or on next attack

**HIDE** – Successfully hide on a passed Stealth check

**READY** – Prepare a reaction to an opponent's action

**SEARCH** – Attempt to find something. Based upon successful Perception or Investigation check

**USE AN OBJECT** – Use an item that requires concentration or interact with more than one object

## ATTACK RULES

**TO HIT ROLL** – ROLL D20 + Ability modifier + Proficiency modifier (if app.) vs. Target's AC  
Ability Modifier – **STRENGTH** – Most Melee, Thrown, Finesse weapons, and Unarmed  
**DEXTERITY** – Range and Finesse weapons (Finesse uses STR or DEX)  
**INT / WIS / CHR** – Targeted Spell (use appropriate spellcasting ability)

**ADD Proficiency Modifier** if proficient in weapon used or casting a spell

**CRITICAL HIT** – ROLL a natural 20, see chart

**CRITICAL MISS** – ROLL a natural 1, see chart

**ADVANTAGE ROLLS** – ROLL 2D20, use best roll

**DISADVANTAGE ROLLS** – ROLL 2D20, use worse roll

**HIDDEN / INVISIBLE ATTACKERS** – Advantage

**HIDDEN / INVISIBLE TARGETS** – Disadvantage

**LONG RANGE ATTACKS** – Disadvantage

**CLOSE COMBAT RANGE ATTACK** – Disadvantage

**DUAL WEAPON ATTACKS** – Using 2 light weapons, 1<sup>st</sup> attack – no penalty, 2<sup>nd</sup> attack – don't add ability mod.

**GRAPPLING / SHOVING** – ROLL Athletics (STR) check vs. Target's ROLL Athletics (STR) or Acrobatics (DEX)

**DAMAGE ROLL** – ROLL DMG dice + Ability Modifier (STR or DEX) (Spells do not add Ability Modifier)  
Unarmed attack does 1 + STR modifier Damage

**½ COVER** – +2 AC & DEX saves    **¾ COVER** – +5 AC & DEX saves    **FULL COVER** – Only hit by area effect

**DAMAGE RESISTANCE** – Take Half Damage

**DAMAGE VULNERABILITY** – Take Double Damage

# **COMBAT BASICS**

## **DEATH & DYING**

**INSTANT DEATH** – If any damage reduces you to 0 hit points and the remaining damage equals your Hit Point maximum, you die instantly.

**UNCONSCIOUS** – If any damage reduces you to 0 hit points and does not kill you, you fall unconscious. Unconsciousness ends if you regain any hit points.

**DEATH SAVING THROWS** – Every turn that begins at 0 hit points and you are not stable, you are dying. ROLL D20 with no modifiers. A roll of 10 or higher is a success. A roll of 9 or lower is a failure.

3 successes mean that the character is stabilized; unconscious with 0 hit points, but alive.  
3 failures mean that the character is dead.

A natural 1 counts as two failures / A natural 20 heals the character 1 hit point.  
Any damage received while at 0 hit points, counts as a death saving throw failure  
Any critical hit counts as 2 failures. If damage exceeds the hit point max, the PC dies.

**STABILIZING ANOTHER** – If healing is unavailable, a player can stabilize an unconscious, dying PC. Using an action on your turn, ROLL a Medicine (WIS) check vs. a DC 10 to successfully stabilize.

A stable PC has 0 hit points and remains unconscious. A stable PC heals 1 hit point after 1d4 hours  
Any damage taken while stable restarts the Death Saving Throw process.

## **COMBAT CONDITIONS**

**BLINDED** – Attacks against have ADVANTAGE, Blind Attacks have DISADVANTAGE; Fail sight checks

**CHARMED** – Charmed creature can't attack charmer; charmer has ADVANTAGE against charmed

**DEAFENED** – Can't hear; FAIL any hearing ability checks

**FRIGHTENED** – DISADVANTAGE if source of fear is in sight; won't willingly move closer to it

**GRAPPLED** – Speed is 0; Ends if grappler is incapacitated or forced to separate

**INCAPACITATED** – Can not take any actions or reactions; Attacks against have ADVANTAGE

**INVISIBLE** - Attacks against have DISADVANTAGE, Invisible attackers have ADVANTAGE

**PARALYZED** – Incapacitated; FAIL all STR & DEX saving rolls; All hits within 5' are critical

**PETRIFIED** - Incapacitated; FAIL STR & DEX rolls; Poison/Disease immunity; Damage resistance

**POISONED** – DISADVANTAGE on Attack rolls and Ability checks

**PRONE** – Attacks against within 5' have ADVANTAGE; Attacking while prone has DISADVANTAGE

**RESTRAINED** – Speed is 0; Attacks against have ADVANTAGE; Attack & DEX roll DISADVANTAGE

**STUNNED** - Incapacitated; FAIL all STR & DEX saving rolls; Attacks against have ADVANTAGE

**UNCONSCIOUS** – Incapacitated & Prone; Auto FAIL all STR & DEX saving rolls;  
Attacks against have ADVANTAGE; All hits within 5' are critical

## CRITICAL HIT TABLE

(only on Natural 20)

			<u>NOTES</u>
01-05	MAX DAMAGE		
06-09	“ “	x2	
10-14	“ “	+ *1	*1 ATTEMPT ANOTHER HIT
15-18	“ “	+ *2	WITH SAME WEAPON
19-40	DOUBLE DAMAGE		
41-47	“ “	+ *1	*2 OPPONENT MUST ROLL
48-53	“ “	+ *2	ON FUMBLE TABLE
54-59	“ “	MAX DAMAGE	
60-64	TRIPLE DAMAGE		
65-68	“ “	+ *1	
69-72	“ “	+ *2	
73-76	“ “	MAX DAMAGE	
77-79	QUADRUPLE DAMAGE		
80-81	“ “	+ *1	
82-83	“ “	+ *2	
84-85	“ “	MAX DAMAGE	
86-89	REDUCES OPPONENT'S AC BY 1 UNTIL ARMOR IS HEALED/REPAIRED		
90-94	BLOOD OR DEBRIS BLINDS OPPONENT FOR 1D6 ROUNDS (IF APP.)		
95-96	SEVER AN APPENDANGE (IF APP.). MAX DAMAGE + 1D20		
97-99	OPPONENT IS STUNNED FOR 1D6 ROUNDS		
00	INSTANT DEATH (IF APP.)		

## FUMBLE TABLE

(only on Natural 1)

01-09	DROP WEAPON AT FEET		
10-17	“ “	10' AWAY	
18-23	“ “	20' AWAY	
24-27	“ “	30' AWAY	
28-37	YOU FALL DOWN (PRONE)		
38-45	“ “	AND DROP WEAPON AT FEET	
46-51	“ “	“ “	10' AWAY
52-55	“ “	“ “	20' AWAY
56-57	“ “	“ “	30' AWAY
58-62	STUMBLE, LOSE INITIATIVE NEXT ROUND		
63-68	STUMBLE, ALL ROLLS NEXT ROUND HAVE DISADVANTAGE		
69-73	STUMBLE, OPPONENT ATTEMPTS ANOTHER HIT THIS ROUND		
74-78	STUMBLE, YOU HIT YOURSELF FOR REGULAR DAMAGE		
79-84	STUMBLE, OPPONENT GET AUTOMATIC HIT ON NEXT ATTACK		
	ROLL 1D20 TO SEE IF IT IS A CRITICAL HIT		
85-88	STUMBLE, OPPONENT GET AUTOMATIC HIT ON ALL ATTACKS NEXT ROUND		
	ROLL 1D20 TO SEE IF THEY ARE CRITICAL HITS		
89-93	STUMBLE, LOSE NEXT ATTACK		
94-96	STUMBLE, LOSE REMAINING ATTACKS ON THIS AND NEXT ROUND		
97-98	STUMBLE, OPPONENT IMMEDIATELY HITS YOU ON CRITICAL HIT TABLE		
99	YOUR WEAPON BREAKS. IF NOT APPLICABLE, TREAT THIS ROLL AS A 98		
00	AUTOMATIC HIT ON CLOSEST ALLY WITHIN 10' OF YOU		
	ROLL 1D20 TO SEE IF IT IS A CRITICAL HIT		
	IF NOT APPLICABLE, TREAT THIS ROLL AS A 98		

- IT TAKES ONE HALF MOVEMENT SPEED TO GET UP
- IT TAKES ONE HALF MOVEMENT SPEED TO BEND DOWN AND PICK UP A WEAPON
- CRAWLING WHILE PRONE IS AT HALF MOVEMENT SPEED
- PRONE CHARACTERS ATTACK WITH DISADVANTAGE. OPPONENTS ATTACK W. ADVANTAGE