

DND PLAYER CHEAT SHEET

COMMON TERMINOLOGY

ABILITY CHECK: (Skill Check) determines if a player succeeds on a specific action

AC: Armor Class

ACTIONS: Player take one action per turn in combat

AREA OF EFFECT(AOE): The area effected by the spell

CARTNIP: Lower level spells that can be cast without expending a spell slot

DAMAGE: Reduction in Hit Points (HP)

CRITICAL (CRIT): Roll a d20, Crit fail (1) or crit hit (20) on an attack roll

DC: Difficulty Class. The number a d20 roll must meet for success at a given challenge.

DM/GM: Dungeon Master/Game Master

HEALING: Restoring Hit Points.

HP: Hit Points

INITIATIVE ORDER: The order in which characters' turns are taken during a round.

INITIATIVE ROLL: A d20 roll to determine the order of combat. (Dexterity modifier)

MODIFIER: Added to d20 rolls to account for abilities, proficiencies, or penalties.

INITIATIVE ORDER: The order in which characters' turns are taken during a round.

NPC: Non-Player Character

PHB: Player's Handbook

PROFICIENCY: Additional bonus to a weapon or skill from experience or training.

ROUND: One round means that all characters engaged in battle. 10 rounds=1 minute of game time

SAVING THROW: d20 roll to avoid unforeseen harm or certain magical attacks.

SPEED: The distance a character or creature can move during their turn.

SPELL ATTACK: Using magic to deal damage to an enemy

TURN: A creature's opportunity to move and act during a Round

MOVEMENT & STRENGTH

BASE SPEED: the distance that a character's or creature's can move in one round

DIFFICULT TERRAIN: base speed decrease by half

JUMP, LONG: Running=>> $Strength \text{ ft.}$
Standing=>> $Strength \text{ ft.} \div 2$

JUMP, HIGH: Running=>> $Strength \text{ mod} +3$
Standing=>> $Strength \div 2 \text{ ft.}$

REACH: 1.5xHeight

CARRY: $Strength \times 15 \text{ lbs}$

PUSH/DRAG/LIFT: $Strength \times 30 \text{ lbs}$

MOVEMENT

MOVE (MOVEMENT SPEED)

Move up to your movement speed every turn, as a single action or broken up between other actions. Can mix movement types. Hostile creature's space is considered Difficult Terrain unless it is two sizes smaller than you

CLIMB / SWIM

1/2 speed, may require ATHLETICS (DEX) check

CRAWL

1/2 speed Crawl while prone. Dropping to prone costs no movement

DIFFICULT TERRAIN

1/2 speed

JUMP (CONDITIONAL)

Move at least 10ft and forward-jump distance is STR score in feet, or vertical-jump distance is 3+ STR. Jump distance is halved if performing standing jump.

STAND UP FROM PRONE

Consumes 1/2 movement speed



D4



D6



D8



D10



D12



D20



D100

EXHAUSTION

Effects are cumulative

- ❖ Disadvantage on ability checks
- ❖ Hit Point maximum halved
- ❖ Speed halved for all movement
- ❖ Speed is now reduced to 0
- ❖ Disadvantage on attack & saves
- ❖ Death

SKILLS

DEXTERITY (DEX): Gross and fine motor skills, agility

- ❖ **Acrobatics:** Actions involving speed or reflexes
- ❖ **Sleight Of Hand:** Stealing or cheating in a game
- ❖ **Stealth:** Hiding and sneaking around
- ❖ **Pick Lock/Disarm Trap**

STRENGTH (STR): Ability to apply force to your environment

- ❖ **Athletics:** Actions involving physical strength or conditioning, such as climbing walls, lifting things, jumping over things, etc.
- ❖ **Feats of Strength:** Actions involving physical strength or conditioning, such as opening a stuck door, break free from weak binding, etc.

INTELLIGENCE (INT): Ability to recall and analyze information.

Intellect

- ❖ **Arcana:** Recognition and/or understanding of magical objects, spells, etc.
- ❖ **History:** Recalling events or people from local (or more general) history
- ❖ **Investigation:** Making connections between clues (objects or concepts)
- ❖ **Nature:** Knowledge of local flora, fauna, terrain, weather patterns, climate, etc.
- ❖ **Religion:** Knowledge of particular religions, their practices, their lore, etc.

CONSTITUTION (CON): Ability to overcome harm & debility.

Stamina

- ❖ Concentration
- ❖ Forced March
- ❖ Air
- ❖ Food
- ❖ Water

WISDOM (WIS): Awareness of your surroundings

- ❖ **Animal Handling:** Any sort of interaction with animals, including but not limited to riding, communicating, and pacifying
- ❖ **Insight:** Sensing others' motives
- ❖ **Medicine:** Recognizing/diagnosing illness or disease. Ability to stabilize dying allies or enemies
- ❖ **Perception:** Ability to perceive things using your 5 basic senses
- ❖ **Survival:** Foraging for food, identifying tracks and where they lead, reading weather patterns, establishing shelters, starting fires with makeshift tools, etc.

CHARISMA (CHA): Influence over others and our own state of mind

- ❖ **Deception:** Persuading others by lying to or misleading them
- ❖ **Intimidation:** Persuading others by aggressive dialogue or displays of power
- ❖ **Performance:** Performing for an audience, or assuming a different identity
- ❖ **Persuasion:** Convince others to agree with you or to do something (without lying) or provide them encouragement

CONDITIONS

BLINDED

Automatically fails checks involving sight. Your attacks have disadvantage. Enemy attacks have advantage

CHARMED

Cannot harm or attack charmer with harmful abilities or effects. Charmer has advantage on checks to interact socially

DEAFENED

Automatically fails any checks involving hearing

FRIGHTENED

Disadvantage to checks and attacks while the source of fear is in sight. Cannot willingly move closer to the source of this fear

GRAPPLED

Speed reduced 0, regardless of bonus, and ends when grappler incapacitated or when moved out of grappler's reach by an effect

INCORPOREAL

Resistance against nonmagical damage. Can move through objects and other creatures but must and movement in an empty space

INVISIBLE

Cannot be seen (normally), but you still make noise and leave tracks. Attacks have advantage, and enemy attacks have disadvantage

PARALYZED

Incapacitated. Cannot move or speak. Automatically fails STR and DEX saving throws. Enemy attacks have advantage and are critical hits within 5ft

PETRIFIED

Turned to stone, incapacitated. Cannot move or speak. Unaware of surroundings. Resistance to all damage types, immune to poison and disease. Fail STR and DEX saves. Enemy attacks have advantage. You stop aging, and your weight increases x10

POISONED

Disadvantage on attack rolls and ability checks

PRONE

Only movement option is crawl (half base speed) until standing up. Standing up consume 1/2 base speed. Attacks have disadvantage. Enemy attacks within 5ft have advantage, disadvantage if further away

RESTRAINED

Speed reduced 0, regardless of bonus. Disadvantage on DEX saves. Attacks have disadvantage, and enemy attacks have advantage

STUNNED

Incapacitated and cannot move, Can speak only falteringly. Fail both STR and DEX saves, and enemy attacks have advantage

UNCONSCIOUS

Incapacitated. Cannot move or speak and unaware of surroundings. Drop all held items, fail STR and DEX saves. Enemy attacks have advantage, and attacks within 5ft are critical hits

DYING

In downed state. Must roll d20 each turn; fail 10 or lower, pass 11 or above. 3 fails is death, 3 passes is alive but unconscious. 1 - 2 fails | 20 = 2 passes



COMBAT ACTIONS

ATTACK (ACTION)

Make a melee or ranged attack with a weapon, or multiple attacks with the 'Extra Attack' class feature

CAST A SPELL (ACTION)

Cast a spell if you meet the spell's requirements and have the appropriate spell slots available

DASH (ACTION)

Gain your speed as extra movement for this turn

DISENGAGE (ACTION)

Your movement does not provoke opportunity attacks for the rest of the turn

DODGE (ACTION)

Attack rolls from attackers you can see have disadvantage and you have advantage on DEX saving throws until the start of your next turn, until you become incapacitated or your speed drops to 0

ESCAPE (ACTION)

Escape a grapple by winning Athletics (DEX) or Acrobatics (DEX) check

versus a grappler's Athletics check

HELP (ACTION)

Give an ally advantage on their next ability check or attack roll vs. an opponent within 5ft of you if done before the start of your next turn

HIDE (ACTION)

Hide from those that can't perceive you. Resolved by your Stealth (DEX) check being the DC for anyone's Perception check to discover you

OVERRUN (ACTION)

Move through hostile's space one by winning opposing Athletics (DEX) check. Advantage if you are larger or disadvantage if you are smaller than the opponent.

READY AN ACTION (ACTION)

Choose an action that you will take in response to a specific event that would trigger it. Taking this readied action uses your reaction. Ready a spell requires concentration

SEARCH (ACTION)

Search for something using a Perception (WIS) or Investigation (INT) check

TUMBLE (ACTION)

Move through hostile's space once by winning opposing Acrobatics (DEX) check

USE OBJECT (ACTION)

You may interact with one object per turn for free. A second interaction and special situations take an action to complete (e.g. drinking a potion, retrieving items from a pack)

ATTACK ACTIONS

MELEE ATTACK (ONE ATTACK)

Normal attack on target within weapon's range (usually 5ft). If wielding two Light melee weapons, may make attack with second weapon as a bonus action (Two Weapon Fighting, below). Can throw weapons with Thrown property

RANGED ATTACK (ACTION)

Normal attack up to the normal range, but disadvantage if target is within 5ft of you or between normal and long range

DISARM (INSTEAD OF ONE ATTACK)

Knock an item away from opponent's grasp with your Attack roll vs. opponent's Athletics or Acrobatics check. Disadvantage if item is held by 2+ hands. Larger opponents have advantage, small have disadvantage

MARK (WITH MELEE ATTACK)

Along with melee attack, mark the target of the attack. The next opportunity attack against marked target before the end of your next turn has advantage and does not cost a reaction

SHOVE (INSTEAD OF ONE ATTACK)

On successful opposing Athletics check, opponent is moved 5ft back or knocked prone. Disadvantage on moving sideways.

Simple Ranged Weapons

Unit Name	Worth	Lifestyle	Price/Day
Copper	0.01gp	Wretched	---
Silver	0.1gp	Squalid	1 sp
Electrum	0.5gp	Poor	2 sp
Gold	1gp	Modest	1 gp
Platinum	10gp	Wealthy	4 gp
----	---	Aristocratic	10 gp +

A character needs 1 lb of food and 1 gallon of water per day, or they will begin to suffer *Exhaustion*. PHB 185



LINE

CONE

SPHERE

CYLINDER

CUBE

VERBAL

Spell requires a spoken component. Affected by Silenced or obstructions to mouth

SOMATIC

Spell requires hand gestures. Affected by restraint, paralysis, etc.

RITUAL

Spells with Ritual tag may be cast by performing a ritual lasting +10min. Rituals do not consume spell slots and cannot be cast at higher spell-levels

CONCENTRATION

Focus on active spell. Can only concentrate on single spell at a time

TABLES

Simple Melee Weapons			
Weapon	Cost	Damage	Weight
Club	1sp	1d4 Bludgeoning	2 lb.
Dagger	2 gp	1d4 Piercing	1 lb.
Greatclub	2 sp	1d8 Bludgeoning	10 lb.
Handaxe	5 gp	1d6 Slashing	2 lb.
Javelin	5 sp	1d6 Piercing	2 lb.
Light Hammer	2 gp	1d4 Bludgeoning	2 lb.
Mace	5 gp	1d6 Bludgeoning	4 lb.
Quarterstaff	2 sp	1d6 Bludgeoning	4 lb.
Sickle	1 gp	1d4 Slashing	2 lb.
Spear	1 gp	1d6 Piercing	3 lb.
Unarmed Strike	---	1 Bludgeoning	---

Martial Melee Weapons			
Weapon	Cost	Damage	Weight
Battleaxe	10gp	1d8 Slashing	4 lb
Flail	10gp	1d8 Bludgeoning	2 lb
Glaive	20gp	1d10 Slashing	6 lb
Greataxe	30gp	1d12 Slashing	7 lb
Greatsword	50gp	2d6 Slashing	6 lb
Halberd	20gp	1d10 Slashing	6 lb
Lance	10gp	1d12 Piercing	6 lb
Longsword	15gp	1d8 Slashing	3 lb
Maul	10gp	2d6 Bludgeoning	10 lb
Morningstar	15gp	1d8 Piercing	4 lb
Pike	5gp	1d10 Piercing	18 lb
Rapier	25gp	1d8 Piercing	2 lb
Scimitar	25gp	1d6 Slashing	3 lb
Shortsword	10gp	1d6 Piercing	2 lb
Trident	5gp	1d6 Piercing	4 lb
War Pick	5gp	1d8 Piercing	2 lb
Warhammer	15gp	1d8 Bludgeoning	2 lb
Whip	2gp	1d4 Slashing	3 lb

Martial Ranged Weapons			
Weapon	Cost	Damage	Weight
Blowgun	10gp	1 Piercing	1 lb
Crossbow, hand	75gp	1d6 Piercing	3 lb
Crossbow, heavy	50gp	1d10 Piercing	18 lb
Longbow	50gp	1d10 Piercing	2 lb
Net	1gp	---	3 lb

Simple Ranged Weapons			
Weapon	Cost	Damage	Weight
Crossbow, Light	25gp	1d8 Piercing	5 lb.
Dart	5cp	1d4 Piercing	¼ lb.
Shortbow	25gp	1d6 Piercing	2 lb
Sling	1sp	1d4 Bludgeoning	---

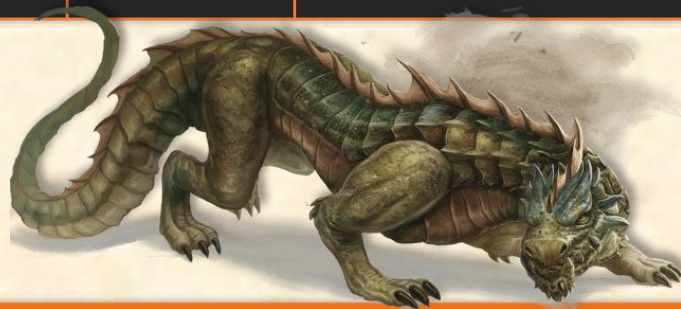


Light Armor

Armor	Cost	Armor Class	Weight
Padded	5gp	11 + Dex Mod	8 lb.
Leather	10gp	11 + Dex Mod	10 lb.
Studded Leather	45gp	12 + Dex Mod	13 lb

Medium Armor

Armor	Cost	Armor Class	Weight
Hide	10gp	12+Dex Mod(Max 2)	12 lb.
Chain Shirt	50gp	13+Dex Mod(Max 2)	20 lb.
Scale Mail	50gp	14+Dex Mod(Max2)	45 lb
Breastplate	400gp	14+Dex Mod(Max 2)	20 lb
Half plate	750gp	15+Dex Mod(Max 2)	40 lb



Heavy Armor

Armor	Cost	Armor Class	Weight
Ring Mail	30gp	14	12 lb.
Chain Mail	75gp	16	20 lb.
Splint	200gp	17	45 lb
Plate	1500gp	18	20 lb