



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

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

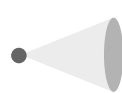
MATERIAL
Item(s) to be consumed in spellcasting. Can replace most components with spellcasting focus (except gold, diamonds, etc.)

CONCENTRATION
Focus on active spell. Damage while concentrating requires concentration saving throw versus damage taken. Can only concentrate on single spell at a time

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



LINE



CONE



SPHERE



CYLINDER



CUBE

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** or **Acrobatics** 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

COMBAT 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

TWO WEAPON ATTACK (ATTACK ACTION + BONUS ACTION)

If attacking with one Light melee weapon, allowed to make an attack with Light weapon in second hand without positive ability score modifiers to damage

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

GRAPPLE (INSTEAD OF ONE ATTACK)

With free hand, apply grappled condition to foe up to one size larger than you by winning **Athletics** vs. opponent's **Athletics** or **Acrobatics**

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.

ATTACK ACTIONS

FORCED MARCH

Marching more than 8 hours per day requires a **CON** saving throw at DC 10+1 per additional hour, at the end of each additional hour. If failed, suffer one level of Exhaustion

FOOD (ONE POUND PER DAY)

Go without food for 3+ **CON** modifier for consecutive days (1 day minimum). At the end of each day beyond that, suffer one level of Exhaustion

WATER (ONE GALLON PER DAY)

If only a half gallon consumed, DC15 **CON** saving throw at end of day. If failed or consumed less than half, suffer one level of Exhaustion if already have at least one level of Exhaustion

FALLING

1d6 bludgeoning damage per 10ft fallen, at a maximum of 20d6. If damage was taken, you are now prone

SUFFOCATING

Hold breath for 1+**CON** modifier in minutes (30sec min). After that, survive for **CON** modifier (in rounds), after which you drop to 0 HP and are dying

SHORT REST

Take 1 hour of doing nothing too strenuous. At the end of Short Rest, may spend Hit Dice to regain hit points (+ **CON** score bonus)

LONG REST (1 PER 24 HOURS)

Takes 8 hours with nothing too strenuous for more than 1 hour of it. Regain all hit points and half of total Hit Dice. If food and water are consumed, reduce Exhaustion level by 1

ENVIRONMENT

HIDE (ACTION)

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

OVERRUN (ACTION)

Move through hostile's space one by winning opposing **Athletics** 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. Readying a spell requires concentration

SEARCH (ACTION)

Search for something using a **Perception** or **Investigation** check

TUMBLE (ACTION)

Move through hostile's space once by winning opposing **Acrobatics** 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)

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 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)

COVER

1/2 +2 AC and **DEX** saving throws

3/4 +5 AC and **DEX** saving throws

FULL can't be targeted directly by attacks or spells

OBSCURED

LIGHTLY Disadvantage on sight **Perception** checks

HEAVILY Effectively Blinded

MOVEMENT

ACROBATICS (DEXTERITY)

Actions involving speed or reflexes, such as cartwheeling, ducking beneath something flying at your head, backflipping onto a horse, etc.

ANIMAL HANDLING (WISDOM)

Any sort of interaction with animals, including but not limited to riding, communicating, and pacifying

ARCANA (INTELLIGENCE)

Recognition and/or understanding of magical objects, spells, etc.

ATHLETICS (STRENGTH)

Actions involving physical strength or conditioning, such as climbing walls, lifting things, jumping over things, etc.

DECEPTION (CHARISMA)

Persuading others by lying to or misleading them

HISTORY (INTELLIGENCE)

Recalling events or people from local (or more general) history

INSIGHT (WISDOM)

Sensing others' motives

INTIMIDATION (CHARISMA)

Persuading others by aggressive dialogue or displays of power

INVESTIGATION (INTELLIGENCE)

Making connections between clues (objects or concepts)

BLINDED

Fail checks involving sight. Your attacks have disadvantage. Enemy attacks have advantage

CHARMED

Cannot harm or attack charmer. Charmer has advantage on checks to interact socially

DEAFENED

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

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. Fail **STR** and **DEX** saves. 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

Crawl (1/2 speed) or stand up (consume 1/2 speed). Attacks have disadvantage. Enemy attacks within 5ft have advantage, disadvantage if further away

RESTRAINED

Speed 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

EXHAUSTION

- | | |
|----------------------------------|-----------------------------|
| 1 Disadvantage on ability checks | 4 Hit Point maximum halved |
| 2 Speed halved for all movement | 5 Speed is now reduced to 0 |
| 3 Disadvantage on attack & saves | 6 Death |

*cumulative

CONDITIONS

MEDICINE (WISDOM)

Recognizing/diagnosing illness or disease. Ability to stabilize dying allies or enemies

NATURE (INTELLIGENCE)

Knowledge of local flora, fauna, terrain, weather patterns, climate, etc.

PERCEPTION (WISDOM)

Ability to perceive things using your 5 basic senses

PERFORMANCE (CHARISMA)

Performing for an audience, or assuming a different identity

PERSUASION (CHARISMA)

Convince others to agree with you or to do something (without lying) or provide them encouragement

RELIGION (INTELLIGENCE)

Knowledge of particular religions, their practices, their lore, etc.

SLEIGHT OF HAND (DEXTERITY)

Stealing or cheating in a game

STEALTH (DEXTERITY)

Hiding and sneaking around

SURVIVAL (WISDOM)

Foraging for food, identifying tracks and where they lead, reading weather patterns, establishing shelters, starting fires with makeshift tools, etc.

SKILLS