

### Strength skills

**Athletics** - *climb*, *jump*, and *swim*.

### Dexterity skills

**Acrobatics** - *balance* and *tumble*

**Sleight of Hand** - *pick pockets* and manual trickery.

**Stealth**- *hide* and *move silently*.

### Intelligence skills

**Arcana** - recall lore of magic, planes, and *spellcraft*.

**History** - recall lore about past events.

**Investigation** - *search* for clues and deduce facts.

**Nature** - Recall lore about wilds, plants, and animals.

**Religion**- recall lore about deities, rites, and cults.

### Wisdom skills

**Animal Handling** - *ride* a mount under difficult circumstances and intuit an animal's intentions

**Insight** - *sense motive* and true intentions

**Medicine** - *heal*, stabilize the dying, and treat illness.

**Perception** - *spot*, *listen*, or detect hidden things.

**Survival** - *track*, find food, shelter, paths in nature.

### Charisma skills

**Deception** - *bluff*, mislead, or lie convincingly.

**Intimidation** - influence through threats and hostility.

**Performance** - entertain an audience.

**Persuasion** - perform *diplomacy* in good faith.

### Tool proficiency

**Disguise kit** - create a visual disguise.

**Forgery kit** - make a visual forgery of a document.

**Thieves' tools** - *pick locks* and *disarm traps*.

### TYPICAL DIFFICULTY CLASSES

Difficulty	DC	Difficulty	DC
<b>Very easy</b>	<b>5</b>	<b>Hard</b>	<b>20</b>
<b>Easy</b>	<b>10</b>	<b>Very hard</b>	<b>25</b>
<b>Medium</b>	<b>15</b>	<b>Nearly impos- sible</b>	<b>30</b>

Movement type	Description
<b>Climb</b>	Each foot of movement costs 1' extra, 2' extra on difficult terrain. Difficult climbs may require a Strength (Athletics) check.
<b>Crawl</b>	While prone, each foot of movement costs 1' extra, 2' extra on difficult terrain.
<b>Difficult terrain or spaces with allies</b>	Each foot of movement costs 1' extra.
<b>Moving a grappled creature</b>	Each foot of movement costs 1' extra unless the creature is two sizes smaller.
<b>Jump, high</b>	<b>After moving 10 feet</b> , jump 3 + Strength modifier in feet. <b>From standing</b> , jump Strength modifier in feet.
<b>Jump, long</b>	<b>After moving 10 feet</b> , jump Strength in feet. <b>From standing</b> , jump half Strength in feet.
<b>Stand</b>	Spend half your movement speed
<b>Swim</b>	Each foot of movement costs 1' extra, 2' extra on rough water. Rough water may require a Strength (Athletics) check.

Action	Description
<b>Dash</b>	Double your current movement speed this turn.
<b>Disengage</b>	For the rest of your turn, your movement does not provoke opportunity attacks.
<b>Dodge</b>	Until your next turn, attacks on you suffer disadvantage and you gain advantage on Dexterity saves.
<b>Grapple</b>	Make a Strength (Athletics) check contested by the target's Dexterity (Acrobatics) or Strength (Athletics) roll. To <b>escape a grapple</b> , spend an action and redo the contest.
<b>Help</b>	<i>Help with task:</i> An ally gains advantage on a check that you assist with until the end of their next turn. <i>Help an attack:</i> Help an ally attack a target within 5' of you. Until your next turn, the ally's first attack on the target gains advantage.
<b>Hide</b>	Make a Dexterity (Stealth) check to hide. You cannot hide from a creature that can see you.
<b>Ready</b>	Ready an action for a triggering event. When triggered, you need your turn's one reaction to act. When readying a spell, you spend the slot and maintain concentration on the held spell.
<b>Shove</b>	Make a Strength (Athletics) check contested by the target's Dexterity (Acrobatics) or Strength (Athletics) roll to knock prone or push 5 feet.



### **BLINDED**

- A blinded creature fails checks that require sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

### **CHARMED**

- A charmed creature can't attack the charmer or target the charmer with harmful abilities or magic.
- The charmer has advantage on any ability check to interact socially with the creature.

### **DEAFENED**

- Deafened creatures fail checks that require hearing.

### **FRIGHTENED**

- A frightened creature has disadvantage on checks and attacks while the source of its fear is visible.
- The creature can't willingly move closer to the source of its fear.

### **GRAPPLED**

- A grappled creature's speed becomes 0.
- The condition ends if the grappler is *incapacitated*.
- The condition ends if an effect removes the grappled creature from the reach of the grappler.

### **INCAPACITATED**

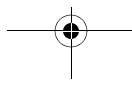
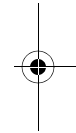
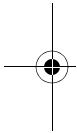
- An incapacitated creature can't take actions or reactions.

### **INVISIBLE**

- An invisible creature is impossible to see without magic or a special sense. For hiding, the creature counts as heavily obscured.
- Attack rolls against the creature of disadvantage, and the creature's attack rolls have advantage.

### **PARALYZED**

- A paralyzed creature is *incapacitated* and can't move or speak.
- The creature fails Strength and Dexterity saves.
- Attack rolls against the creature have advantage.



**POISONED**

- A poisoned creature has disadvantage on attack rolls and ability checks.

**PRONE**

- A prone creature’s only movement option is to crawl, unless it stands to end the condition.
- The creature has disadvantage on attack rolls.
- An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

**RESTRAINED**

- A restrained creature’s speed becomes 0.
- Attack rolls against the creature have advantage and the creature’s attack rolls have disadvantage.
- The creature has disadvantage on Dexterity saves.

**STUNNED**

- A stunned creature is *incapacitated*, can’t move, and can speak only falteringly.
- The creature fails Strength and Dexterity saves.
- Attack rolls against the creature have advantage.

**UNCONSCIOUS**

- An unconscious creature is *incapacitated*, can’t move or speak, and is unaware of its surroundings.
- The creature drops held items and falls *prone*.
- The creature fails Strength and Dexterity saves.

**LIGHT**

Source	Bright light	Dim light
Lantern, bullseye	60 foot cone	additional 60'
Lantern, hooded	30 foot radius	additional 30'
Torch or Light spell	20 foot radius	additional 20'

In **dim light** and other **lightly obscured** areas, creatures have disadvantage on Wisdom (Perception) checks that rely on sight.

### REACHING 0 HIT POINTS

At 0 hit points, PCs fall *unconscious* (see the condition) and must make a death saving throw on each turn..

d20 roll	Result	
<b>1</b>	2 failures	After 3 failures, death.
<b>2-9</b>	1 failure	
<b>10-19</b>	1 success	After 3 successes, the PC becomes stable and stops making saves.
<b>20</b>	PC gains 1 hit point and becomes conscious.	

While at 0 HP, if a PC takes more damage, and it is...	the PC suffers
massive—greater or equal to the PC's maximum hit points from a critical hit	death
not massive or from a critical inflicted on you while stable at 0 hit points	2 failed death saves
	1 failed death save
	destabilization at 1 failure (or 2 from a critical), and 0 successes

### TRAVEL PACE

Pace	Distance traveled per...			Effect
	Minute	Hour	Day	
Fast	400 feet	4 miles	30 miles	-5 penalty to passive Wisdom (Perception) scores
Normal	300 feet	3 miles	24 miles	—
Slow	200 feet	2 miles	18 miles	Able to use stealth

For up to 1 hour, mounted characters can gallop at double the fast pace. Characters in wagons choose a pace as normal.

### XP THRESHOLDS BY CHARACTER LEVEL

Character Level	ENCOUNTER DIFFIULTY			
	Easy	Medium	Hard	Deadly
1	25	50	75	100
2	50	100	150	200
3	75	150	225	400
4	125	250	375	500
5	250	500	750	1,100
6	300	600	900	1,400
7	350	740	1,100	1,700
8	450	900	1,400	2,100
9	550	1,100	1,600	2,400
10	600	1,200	1,900	2,800
11	800	1,600	2,400	3,600
12	1,000	2,000	3,000	4,500
13	1,100	2,200	3,400	5,100
14	1,250	2,500	3,800	5,700
15	1,400	2,800	4,300	6,400
16	1,600	3,200	4,800	7,200
17	2,000	3,900	5,900	8,800
18	2,100	4,200	6,300	9,500
19	2,400	4,900	7,300	10,900
20	2,800	5,700	8,500	12,700

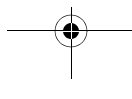
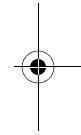
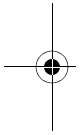
### ENCOUNTER MULTIPLIERS

Number of Monsters	Multiplier	Number of Monsters	Multiplier
1	× 1	7-10	× 2.5
2	× 1.5	11-14	× 3
3-6	× 2	15 or more	× 4



### CHARACTER ADVANCEMENT

XP	Level	Proficiency
0	1	+2
300	2	
900	3	
2,700	4	
6,500	5	+3
14,000	6	
23,000	7	
34,000	8	
48,000	9	+4
64,000	10	
85,000	11	
100,000	12	
120,000	13	+5
140,000	14	
165,000	15	
195,000	16	
225,000	17	+6
265,000	18	
305,000	19	
355,000	20	





### TYPICAL DIFFICULTY CLASSES

Difficulty	DC	Difficulty	DC
Very easy	5	Hard	20
Easy	10	Very hard	25
Medium	15	Near impossible	30

### CONCENTRATION

After damage, maintain concentration by making a **Constitution saving throw**. The DC equals 10 or half the damage, whichever is higher.

### TRACKING

Ground Surface	Wisdom (Survival) check DC
Soft surface such as snow	10
Dirt or grass	15
Bare stone	20
Each day passed	+5
Creature left a trail such as blood	-5

### JUMPING

Jump	Movement	Distance
High	standing	Strength modifier in feet
	after moving 10'	3 + Strength modifier in feet
Long	standing	half Strength in feet
	after moving 10'	Strength in feet

### COVER

Cover	Benefit
Half	+2 bonus to AC and Dexterity saves
three quarters	+5 bonus to AC and Dexterity saves
full	Can't be targeted directly.