

5th Edition Rules Summary 1.1

THREE MAIN ROLLS

ATTACK ROLL: d20 + ability modifier + weapon or magic proficiency + situational modifiers. If the total of your roll plus modifiers equals or exceeds the target's Armor Class (AC), the attack hits.

CHECKS: d20 + ability modifier + circumstantial Modifiers.

SAVING THROWS: d20 + ability modifier + proficiency modifier (when applicable).

KEY MECHANICS

DIS/ADVANTAGE: For Advantage, roll 2d20, take better roll. For Disadvantage, take worse.

FRACTIONS: Round all fractions down.

INSPIRATION: The DM may award a player an inspiration bonus when they role-play their character, as defined by its personality traits, ideals, bonds and flaws. Inspiration which grants advantage to one roll. You can never have more than one Inspiration. Players can give their Inspiration to others.

GROUP CHECKS: Everyone attempting the same action rolls. If at least half the group beats the DC, the effort succeeds.

PASSIVE CHECKS: 10 + Modifiers + Advantage (+5) or Disadvantage (-5).

CONTESTS: Both parties to the contest roll as normal, but success is compared to the opposing party's roll rather than a DC number. If there is a tie, the situation remains unchanged (e.g., one attempting to force open a door, and the other attempting to force it open), or neither party succeed (both attempting to grab the same item).

FREE ACTIONS: Drawing a sword, pulling out a potion, etc. don't require an action.

REACTIONS: Take max one reaction per round; you can't take another one until the start of your next turn.

COMBAT

Time and Spaces

COMBAT ROUND: 6 seconds

ONE SPACE: 5 ft. x 5 ft.

Effects & Spell Effects

When an effect (e.g. spell) lasts for a round, it lasts from current turn to same turn next round.

Surprise (PHB, 189)

DM determines who might be surprised. A creature can be surprised even if its allies aren't. Surprised creatures cannot move or take other actions until after their first turn in the battle.

Initiative (PHB, 189)

d20 + DEX Mod, **TIES** resolved by DM (if between players and monsters, or between monsters), by players (if tie is between players).

Cover Rules

1/2 COVER: +2 AC, +2 DEX Saves

3/4 COVER: +5 AC, +5 DEX Saves

FULL COVER: Can't be targeted directly.

Movement (PHB, 190)

BREAKING UP MOVEMENT: You can break up movement (e.g. PC with speed 30' can move 10', attack, then move another 20').

MOVING PAST FRIENDS AND FOES: You can move through friends. You can move through hostile creature's space only if the creature is at least two sizes larger or smaller than you (creature's space treated as difficult terrain).

Moving beyond foe's reach provokes opportunity attack unless disengaging.

DIFFICULT TERRAIN: Traversing difficult terrain increases movement cost by 1 foot per each foot moved. If no other movement penalties apply, this halves movement speed. If other conditions apply, the effects are cumulative, e.g., crawling through difficult terrain uses 3 feet of movement per each 1 foot of distance traversed.

CLIMB AND SWIM: Increases movement cost by 1 foot per each foot moved. May require check if slippery, few handholds or rough water.

JUMP: Move 10' to jump Str score (long) or 3+Str mod (high) in feet. Standing jump halves distance.

FALLING: Take 1d6 bludgeoning damage per 10 feet fallen, max 20d6. Land prone unless damage is avoided.

PRONE: Dropping prone is a free action.

STAND UP: Standing from prone costs half movement speed.

MOVEMENT WHILE PRONE: Crawling costs an extra foot of speed per foot moved (1 foot movement costs 2 feet). Crawling through difficult terrain costs an additional foot of speed (1 foot movement costs 3 feet).

SQUEEZING: A creature or player can move through spaces one size class lower, but may only move up to half their speed and suffer disadvantage on attack rolls and Dexterity saves. Attacks against a squeezed entity have advantage.

STEALTH: DEX(Stealth) vs. passive WIS(Perception). Requires LOS cover or heavily obscured, and stay quiet. Grants advantage on first attack when hidden.

Actions in Combat

ATTACK: Using attack rules.

CAST A SPELL: Using magic rules.

DASH: Move your speed as an action in addition to your normal move.

DISENGAGE: Disengage as your action and your movement doesn't provoke an opportunity attack.

DODGE: Imposes disadvantage on attackers, advantage on DEX saves.

HELP: Helped creature (within 5 feet if attacking) gets advantage.

HIDE: To hide, DEX (Stealth) check, opposed by passive WIS check of creature who might notice you, or active WIS check of creature actively searching for you. Attack while hiding gives advantage, usually reveals position.

READY: Sacrifice current action to have an automatic reaction to a specified triggering event.

SEARCH: Make a WIS(Perception) check or an INT(Investigation) check.

USE AN OBJECT: Objects which require special interaction such as a potion.

IMPROVISE: Do something not covered by the rules.

Reactions (1 per round)

OPPORTUNITY ATTACK: Provoked when a hostile creature moves out of your reach. It resolves before movement.

Bonus Actions (1 per round)

Provided by some actions, powers or spells. See Two Weapon Fighting.

Grappling (Special Action)

Use an Attack action to grapple. The target of your grapple must be no more than one size larger than you, and it must be within your reach. Using at least one free hand, seize the target by making a STR (Athletics) check contested by the target's STR (Athletics) or DEX (Acrobatics) check (chosen by the target). If you succeed, you subject the target to the grappled condition. You can release the target whenever you like (no action required).

ESCAPING A GRAPPLE. A grappled creature can use its action to escape. By succeeding on a STR (Athletics) or DEX (Acrobatics) check contested by your STR (Athletics) check.

MOVING A GRAPPLED CREATURE. When you move, you can drag or carry the grappled creature, but your speed is halved unless the creature is two or more sizes smaller than you.

Shoving (Special Action)

SHOVING A CREATURE: Special melee attack to shove a creature which either knocks it prone or pushes it away. The target must be no more than one size larger and it must be within your reach. You make a STR (Athletics) check contested by the target's STR(Athletics) or DEX (Acrobatics) check (the target chooses the ability to use). If you win the contest, you either knock the target prone or push it 5 feet away from you.

Special Attack Rules

RANGED ATTACKS: Can target something outside attack's range. 1st number is normal range, 2nd is long range — you roll with disadvantage at long range.

RANGED ATTACKS IN MELEE: When hostile creature is within 5 feet you get disadvantage on attack roll.

TWO WEAPON FIGHTING: If attacking with a light melee weapon that one hand, use a bonus action to attack with a different light melee weapon that in the other hand. Ability modifiers are not added to the damage of the bonus attack, unless that modifier is negative. If either weapon has the thrown property, it may be thrown instead of making a melee attack.

GROUP DAMAGE ROLLS: If spell of effect deals damage to more than one target at same time, roll damage once for all targets.

IMPROVISED WEAPONS: Do 1d4 damage.

KNOCKOUT: PC declares they're dealing nonlethal damage. Deal damage as normal, if reduce target to 0 HP or fewer, target simply has 0 HP and falls unconscious.

CRITICAL HITS/FAILURES: Natural 1 always Fail, 20 = Roll all of the attack's damage dice twice and add them together. Then add any relevant modifiers as normal. Spells with attack rolls can also have a critical hit or failure.

RESISTANCE: If target has resistance to that type of damage, damage **halved**.

VULNERABILITY: If target has vulnerability to that type of damage, damage **doubled**.

UNARMED ATTACKS: (*PHB, 195, 149*)

Simple Weapon attacks and characters without proficiency do not add their Proficiency Bonus. Does 1 point of Bludgeoning Damage.

Weapon Rules

ARMOR PROFICIENCY: Wearing armor without proficiency prevents spellcasting, and results in disadvantage on ability checks, saving throws, and attack rolls that use STR or DEX.

ARMOR REQUIREMENTS: Heavy armors have a strength requirement, which if not met, results in a 10 foot speed penalty.

FINESSE WEAPONS: Choose either STR or DEX for the attack and damage rolls. Must use the same stat for both rolls.

WEAPONS WITH REACH PROPERTY: Add 5 feet to character's melee attack range.

WEAPONS WITH THROWN PROPERTY: May use these for melee or ranged attacks. Both ranged and melee use same abilities.

WEAPONS WITH VERSATILE PROPERTY:

Can be used one or two-handed. The number in parentheses indicates two-handed attack damage.

SILVERING A WEAPON: Costs 100gp per weapon or 10 pieces of ammunition. Provides bonus damage to creatures with resistance to or immunity from non-magic weapons.

RECOVERING AMMUNITION: After battles, you can recover 1/2 of your expended ammunition.

MAGIC

SPELL SAVE DC: DC to resist a spell is 8 + magic ability mod + proficiency bonus.

SPELL ATTACK MODIFIER: Proficiency Bonus + Ability Modifier.

SPELLCASTING IN ARMOR: Requires proficiency in that armor. Wearing armor without proficiency prevents spellcasting.

CONCENTRATION: Taking damage while casting a spell forces a CON saving throw of the higher of DC 10 or half the damage received. Failing the save interrupts the spell. Normal movement and attacking does not interfere with concentration. Casting another spell which requires concentration, being incapacitated, or being killed breaks concentration.

STACKING: Spell effects stack except same spell cast multiple times (which takes highest bonus).

RITUALS: Doesn't expend a spell slot, but it takes 10 minutes longer and consumes magical components. Spell must be prepared.

SPELL COMPONENTS: Typically, spells require mystic words (verbal component) and intricate hand motions with at least one hand (somatic components).

COPYING A SPELL INTO A SPELLBOOK:

When you find a wizard spell of 1st level or higher, a wizard can add it to their spellbook if it is of a level for which they have spell slots and if they can spare the time to decipher and copy it.

HEALTH & DEATH

Hit Points

At less than half HP, show signs of wear (cuts and bruises).

Resting

SHORT REST (1+ Hours): A character can spend one or more Hit Dice at the end of a Short Rest. For each HD spent, the player rolls the die and adds its CON Mod applying the total to their current HP. The player can decide to spend an extra Hit Die after each roll. Once HD spent, a long rest is required to regain them.

LONG REST (8 Hours) : Around 8 hours, no more than 2 hours on watch. It need at least 1 HP to take long rest. Only once per 24 hours. At end of rest, regain all hit points and half of your maximum number of HD. *Elves cannot use their Trance to get the benefit of long rest in 4 hours instead of 8; they still need 8 hours rest (they simply spend only 4 of it zonked out.). At 1st level, if you take a long rest, you regain 1 HD back (despite rounding down of .5 = 0).*

Death

INSTANT DEATH: If reduced to 0 HP and damage remains, you die if remaining damage is higher or equal to your HP maximum.

0 HP: If damage reduces you to 0 HP but fails to kill you, you fall unconscious and must make Death Saving Throws.

DAMAGE AT 0 HIT POINTS: Each time a creature with 0 hit points takes damage, it suffers a death roll failure and is no longer stable. If the damage equals the creature's hit point maximum, it dies.

DEATH SAVES: Roll a d20. If roll is 10 or higher, you succeed. Otherwise, you fail. On your third success, you become stable (see below). On your third failure, you die. On a natural 1, saving throw counts as 2 failures. On a natural 20, regain 1 hit point.

Stabilizing

STABILIZING: You can use your action to administer first aid to an unconscious creature and attempt to stabilize it, which requires a successful DC 10 Wisdom (Medicine) check.

STABILIZED: If stabilized, creature is unconscious but no longer makes death saving throws. If not healed, will remain unconscious until regain 1 HP after 1d4 hours have passed (at which point you regain 1 HP).

SPENDING HD WHILE STABILIZED: A stabilized PC (*i.e. at 0 hp*) can spend HD (*if he has any remaining*) after a 1 hour short rest even though the PC will regain 1HP after 1d4 hours.

HEALERS KIT: Has 10 uses. You can expend one use of the kit, as an action, to stabilize a creature that has 0 hit points without doing a WIS(Medicine) check.

HEALING: While HP is less than 0, healing first brings HP to 0, then adds HP as normal (e.g. you're at -5 HP, cure light wounds grants 8 HP, you now have 8 HP).

CONDITIONS

BLINDED: Character automatically fails any ability requiring sight. Attack rolls against creature have advantage. Creature has disadvantage attacking.

CHARMED: Can't attack or target charmer. Charmer has advantage on any social interaction with target.

DEAFENED: Character automatically fails all ability checks requiring sound.

FRIGHTENED: Disadvantage on attacks while source of fear is visible. Target can't willingly move closer to source of fear.

GRAPPLED: Speed=0, regardless of bonuses. Condition ends when grappler is incapacitated, or when an effect removes grappler from reach.

INCAPACITATED: Can't take actions, or reactions.

INVISIBLE: Can't be seen without special sense or aid of magic. Is considered heavily obscured when hiding. Attacks against have disadvantage, attack rolls have advantage.

PARALYZED: Creature is Incapacitated, and can't move or speak. Auto fail STR and DEX saving throws. Attacks against have advantage. Any attacks from within 5' automatically CRIT on a hit.

PETRIFIED: Target is transformed (along with all non-magic objects carried or worn) into a solid, inanimate substance. Target is Incapacitated, can't move or speak, and is unaware of its surroundings. Attacks against have advantage. Character automatically fails STR and DEX saves. Resistance to all damage, immune to poison and disease (current afflictions are suspended).

POISONED: Disadvantage on attack rolls, and ability checks.

PRONE: Only movement option is crawl. Disadvantage on attack rolls. Attacks against within 5' have advantage.

RESTRAINED: Speed=0, regardless of bonuses. Attacks against have advantage, targets attacks have disadvantage. Disadvantage on DEX saves.

STUNNED: Target is incapacitated, can't move, and can only speak falteringly. Auto fail STR and DEX saves. Attacks against have advantage

UNCONSCIOUS: Target is Incapacitated, can't move, speak, and is unaware of its surroundings. Drops everything, and falls Prone. Auto fail STR and DEX saves. Attacks against have advantage. Any attacks within 5' automatically CRIT on a hit.

EXHAUSTION:

1. Disadvantage on all Ability Checks
2. Speed halved
3. Disadvantage on Saves and Attack rolls.
4. Hit point maximum halved
5. Speed reduced to 0
6. Death

Finishing a Long Rest reduces a creature's exhaustion level by 1, so long as that creature has ingested some food and water.