

# D&D 5e Crib Sheet

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## Benefits

**Advantage:** Roll twice, use better. +5 to passive skills.

**Cover:** Half: +2 AC / DEX saves.  
3/4: +5 AC / DEX saves.

Total: Cannot be directly targeted.

**Immune:** Take no damage.

**Incorporeal:** Resistance against nonmagical damage. Can move through creatures and objects if movement ends in empty space.

**Resistance:** Take half damage.

## Special Rules

**Armor Casting:** Can cast while wearing armor if proficient.

**Concentration:** Spell fizzles when taking damage unless save vs CON. DC is half damage, minimum 10.

**Dying:** At 0 HP, fall unconscious. If remaining damage is  $\geq$  max HP, you die. Each turn, make death save, d20 on 10+ succeed, else fail. 3 success you stabilize, 3 fails you die. A 1 counts as 2 fails, a 20 you regain 1 HP and consciousness. Taking damage adds a failure, if it's a crit it's 2 failures.

**Fall:** Take 1d6 bludgeoning per 10 ft (max 20d6). Fall prone when taking damage.

**Inspiration:** DM gives for good roleplay. Spend to gain Advantage on a d20 roll

**Long Rest:** Full night rest. Regain spells, HP, half your total hit dice, and class resources. 2 hours light activity allowed, but major interruptions  $>1$  hour cancel it.

**Move Through:** You can move through an ally's space always, or move through an enemy's space if you're 2+ sizes smaller than them. Either costs double.

**Passive Check:** Ability check without roll. Equal to 10 + Ability mod + Proficiency + Dis/Advantage.

**Proficient:** Add your Proficiency Bonus to any rolls for this skill/weapon/save/etc.

**Ranged Attacks:** Ranged attacks and spells within melee range of any enemy that can see/act have Disadvantage.

**Rituals:** Casting spells as Ritual adds 10 minutes to cast, but do not use spell slot or require preparation

**Short Rest:** An hour of rest. Can spend Hit Dice to recover HP.

**Subdual:** When reducing target to 0 HP, can knock unconscious and stable instead.

**Antitoxin:** Adv. on poison saves. 1 hour.

**Healing Potion:** Heal 2d4+2 HP

**Torch:** Burns 1 hour. 20' bright light, 40' dim light. Deals 1 fire damage.

## Conditions

**Disadvantage:** Roll twice, use lower. -5 to passive skills.

**Blind:** Fail sight checks. Disadvantage on attacks. Attackers have Advantage.

**Charmed:** Cannot attack or target charmer with harmful effects. Has Advantage with social checks on you.

**Deaf:** Fail any check using hearing.

**Frighten:** Disadvantage on actions while you can see source of fright. Cannot willingly move towards them/it.

**Exhaustion:** Each application adds to level, effects stack. Long rest reduces level by 1. Lvl 1: Disadvantage on checks. Lvl 2: Speed half. Lvl 3: Disadvantage on attacks/saves. Lvl 4: Max HP half. Lvl 5: Speed 0. Lvl 6: Die.

**Grappled:** Speed is 0. Ends if grappler incapacitated, past reach, or fail check.

**Incapacitated:** Cannot take actions.

**Invisible:** Heavily obscured for stealth. Advantage on attacks, attackers have Disadvantage.

**Paralyzed:** Incapacitated. Fail STR and DEX saves. Attackers have Advantage and crit if within 5ft.

**Petrified:** Weight x10 and stop aging. Unconscious. Resistant to all damage. Immune to poison and disease.

**Poisoned:** Disadvantage on attacks / checks.

**Prone:** Free to drop prone, can only crawl. Disadvantage on attacks. Attackers have Advantage within 5ft, else Disadvantage. Spend half movement to stand.

**Restrained:** Speed is 0. Disadvantage on attacks and DEX saves. Attackers have Advantage.

**Squeezing:** Become 1 size smaller for movement. Movement costs double. Disadvantage on attack / DEX saves. Attackers have Advantage.

**Stable:** 0 HP and Unconscious, but no death saves. Any damage stops Stable. Ends when HP above 0, or regain 1 HP after 1d4 hours.

**Stunned:** Incapacitated and cannot move. Speech impaired. Fail STR and DEX saves. Attackers have Advantage.

**Unconscious:** Incapacitated, cannot move or speak, unaware. Drop items and fall prone. Fail STR and DEX saves. Attackers have Advantage, and crit if within 5 ft.

**Underwater:** Without swim speed: melee has disadvantage. Ranged miss beyond its range else disadvantage. Except: dart, shortsword, javelin, dagger, spear, trident, crossbow, net

**Vulnerable:** Take double damage.

## Turn Anatomy

**Your turn:** 1 each: Move, Action, Interact, Bonus Action, Reaction

**Move:** Up to speed, can split within any actions/attacks. Difficult terrain costs double. Climb, swim, crawl at half speed. Jump needs 10ft running start or halved. Jump up to your STR score horizontal or jump up to 3 + STR mod vertical.

### Actions

**Attack:** d20, on 20 always hit + crit, on 1 always miss. Proficiency + STR/DEX mod. If  $\geq$  AC, hit. Roll damage + mod. If crit, roll double damage dice.

**Cast Spell:** As Attack, but always proficient. Use spellcast mod instead, but not to damage.

**Dash:** Move your speed, a double move.

**Disengage:** Your movement does not provoke opportunity attacks.

**Dodge:** Gain Advantage on DEX save. Attacks against you have disadvantage. Cannot have 0 speed or be incapacitated.

**Grapple:** Str(Ath) vs their Str(Ath) or Dex(Acr) (their choice). Costs 1 attack. Can be up to +1 size bigger than you, must be within reach. Drag at half speed.

**Escape:** Str(Ath) or Dex(Acr) vs their Str(Ath) to escape Grapple.

**Help:** Target gains advantage on next ability check before next turn.

**Hide:** Stealth vs Perception. Requires cover or heavily obscured and being quiet. Advantage on first attack.

**Improvise:** Any other action. Break down door, intimidate, throw jar, etc.

**Ready:** Ready an Action with a trigger. When trigger occurs, use Reaction to perform.

**Search:** Make a Perception or Investigation check (DM choice).

**Shove:** As Grapple, but success knocks target prone or push 5 feet.

**Stabilize:** Healer's Kit or DC10 Medicine to stabilize dying target.

**Use Item:** Use an item you're holding.

**Interactions:** Draw or sheathe item, open or close door, get from pack, pick up, hand item to someone, throw lever/switch, turn key in lock.

**Two Weapon:** **Bonus Action** to use light offhand weapon. No positive ability mod to damage (but can be negative).

**Opportunity Attack:** When enemy within reach moves out of reach, use **Reaction** to make a melee attack.