

Player's *Cheat Sheet* for Dungeons & Dragons 5E

Introduction: A quick reference guide for new and experienced players. Includes turn progression, combat options, movement, hiding, conditions, resting, spellcasting and more.

v 9



BY SEAN WICKETT

DUNGEONS & DRAGONS, D&D, WIZARDS OF THE COAST, FORGOTTEN REALMS, THE DRAGON AMPERSAND, *PLAYER'S HANDBOOK*, *MONSTER MANUAL*, *DUNGEON MASTER'S GUIDE*, D&D ADVENTURERS LEAGUE, ALL OTHER WIZARDS OF THE COAST PRODUCT NAMES, AND THEIR RESPECTIVE LOGOS ARE TRADEMARKS OF WIZARDS OF THE COAST IN THE USA AND OTHER COUNTRIES. ALL CHARACTERS AND THEIR DISTINCTIVE LIKENESSES ARE PROPERTY OF WIZARDS OF THE COAST. THIS MATERIAL IS PROTECTED UNDER THE COPYRIGHT LAWS OF THE UNITED STATES OF AMERICA. ANY REPRODUCTION OR UNAUTHORIZED USE OF THE MATERIAL OR ARTWORK CONTAINED HEREIN IS PROHIBITED WITHOUT THE EXPRESS WRITTEN PERMISSION OF WIZARDS OF THE COAST.

©2016 WIZARDS OF THE COAST LLC, PO Box 707, RENTON, WA 98057-0707, USA. MANUFACTURED BY HASBRO SA, RUE EMILE-BOÉCHAT 31, 2800 DELÉMONT, CH. REPRESENTED BY HASBRO EUROPE, 4 THE SQUARE, STOCKLEY PARK, UXBRIDGE, MIDDLESEX, UB11 1ET, UK NOT FOR RESALE. PERMISSION GRANTED TO PRINT OR PHOTOCOPY THIS DOCUMENT FOR PERSONAL USE ONLY.

COMBAT PROGRESSION

(PHB PG 189)

1. SURPRISE CHECK

(Stealth check vs. Passive Perception of opponent)
If you're surprised; can't move/attack till next turn.
Can't react until end of your turn.

2. ESTABLISH POSITIONS

Marching order or stated positions

3. ROLL INITIATIVE

4. TAKE TURN

Move (or split move) and Take One Action (PHB pg. 192):

- Attack
- Cast Spell
- Dash (up to double your move)
- Disengage (prevents opportunity attacks)
- Dodge (Hostile has disadvantage. Dexterity save has advantage)
- Help (give target advantage on next Check or Attack)
- Hide (Stealth check for success)
- Ready (decide trigger & reaction/hold spell before casting)
- Search (Perception or INT check)
- Use Object
- Improvise an unlisted action
- Take Bonus Action if available

5. NEXT ROUND

COMBAT

(PHB PG 195)

RANGED ATTACKS

Your attack roll has disadvantage when your target is beyond normal range, and you can't attack a target beyond the long range.

RANGED ATTACKS IN CLOSE QUARTERS

When you make a ranged attack with a weapon, a spell, or some other means, you have disadvantage on the attack roll if you are within 5 feet of a hostile creature who can see you and who isn't incapacitated.

MELEE ATTACKS

Combat within a 5-foot reach.

Unarmed Strike: 1 bludgeoning damage + STR bonus.

OPPORTUNITY ATTACK

REACTION: A hostile creature moves out of your reach without disengaging. Gain Interrupting Attack.

TWO-WEAPON FIGHTING

2 Light weapon attacks, one as action; other as bonus action. Thrown weapons can be thrown. Only negative modifiers apply to bonus attack.

GRAPPLING

Attacker Athletics vs Target Athletics or Acrobatics (target choice). See *Grappled Condition* for effect.

SHOVING A CREATURE

Attacker Athletics vs Target Athletics or Acrobatics (target choice). Knock the target prone or push it 5 feet away.

EXHAUSTION (CUMULATIVE)

LEVEL EFFECT

- | | |
|---|--|
| 1 | Disadvantage on ability checks |
| 2 | Speed halved |
| 3 | Disadvantage on attack rolls and saving throws |
| 4 | Hit Point maximum halved |
| 5 | Speed reduced to 0 |
| 6 | Death |

MISCELLANEOUS

HIDING

(must disengage first, if in combat)

Stealth vs Perception (active looking)

Stealth vs Passive Perception (not looking)

Lightly Obscured = disadvantage on Perception check

Heavily Obscured = Blindness (see conditions)

COVER

½ cover = +2 AC and DEX saving throws

¾ cover = +5 AC and DEX saving throws

CRITICAL HITS

Roll damage dice twice then add modifiers

RESTS

Short = 1hr; use HD to regain lost HP

Long = 8hr; Regain all HP, ½ of max HD, all spell slots

MOVEMENT

(PHB PG 181)

Difficult Terrain: 1 foot = 2 feet of movement

Climbing, Swimming, Crawling = 1 extra foot of movement

Long Jump: run 10'; distance = up to STR score
standing; ½ STR score

High Jump: run 10'; 3+ STR mod

standing; ½ that (ext. arms to add 1.5x height)

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

CONDITIONS

(PHB PG 290)

BLINDED - Auto-fail sight dependant checks, disadvantage to your attacks, hostile has advantage

CHARMED - Cannot hurt/attack charmer, charmer has advantage to social ability checks

DEAFENED - Auto-fail hearing dependant checks

FRIGHTENED - Disadvantage to checks/attacks while source of fear is in line of sight. Can't move closer to source of fear.

GRAPPLED - Speed 0 + no bonus. Ends when grappler incapacitated or when out of reach of grappler from effect.

INCAPACITATED - No actions/reactions

INVISIBLE - Hiding = Heavily Obscured, still makes noise and tracks. You attack with advantage, hostile has disadvantage.

PARALYZED - Incapacitated. Auto-fail Dex & Str saves. Hostile has advantage. All damage from within 5 feet critical.

PETRIFIED - Your weight increases x10, incapacitated, unaware of surroundings. Hostile has advantage. Auto-fail Dex & Str saves, resist all damage/poison/disease.

POISONED - Attacks & ability checks have disadvantage.

PRONE - Only crawl unless stands (½ mov.) You attack with disadvantage. Hostile has advantage within 5 feet; over 5 feet, has disadvantage.

RESTRAINED - Speed zero, no bonus. Your attacks & Dex saves have disadvantage. Hostile has advantage.

STUNNED - Incapacitated. Hostile has advantage. Auto-fail Dex/Str saving throws.

UNCONSCIOUS - Incapacitated & prone. Auto-fail Dex & Str saves. Hostile has advantage. All damage from within 5 feet critical.

SPELL CASTING

(PHB PG 201)

SPELLCASTING FOCUS

An item such as a crystal, an orb, a rod or wand, or holy symbol. **Can be used in place of material components.** Holy symbol must be held or worn visibly (i.e. a shield).

CASTING IN ARMOUR

Must be proficient in armour type worn.

ATTACK ROLLS

d20 + spellcasting ability + proficiency bonus

Ranged attacks have disadvantage within 5 feet of hostile who is not incapacitated.

SAVING THROWS

DC = 8 + spellcasting ability + proficiency bonus + special modifiers

TARGETS

A CLEAR PATH TO TARGET

Cannot be behind total cover.

Area effect begins on near side of obstruction.

TARGETING YOURSELF

If spell is target of choice, it can be caster, unless specified hostile or not caster (see spell description). Area of Effect can also target caster.

COMPONENTS

VERBAL (V)

Caster gagged or in area of silence can't cast a spell with verbal component.

SOMATIC (S)

Caster must have one free hand to perform gestures for somatic component.

MATERIAL (M)

Caster can use component pouch or spellcasting focus. Must have specific component to cast spell, even if consumed by spell. Must have one hand free to access component.

DURATION

INSTANTANEOUS

Can't be dispelled.

CONCENTRATION

If concentration is lost, spell ends. End concentration at any time, no action required.

Moving & attacking don't interfere with concentration.

Casting another 'concentration spell', taking damage (DC=10 or ½ damage No., whichever is higher), being incapacitated or killed **ends concentration.**

COMBINING MAGICAL EFFECTS

(PHB PG 206)

Effects of different spells add together and duration overlaps.

Effects of same spells cast don't combine. Highest bonus applies while durations overlap.

SPELLCASTING CLASSES

'KNOWN' SPELL CLASSES

Bard, Paladin (Oath), Ranger, Sorcerer, Warlock

'PREPARED' SPELL CLASSES

Cleric, Druid, Eldritch Knight, Monk (elemental), Paladin, Arcane Trickster, Wizard

AREAS OF AFFECT

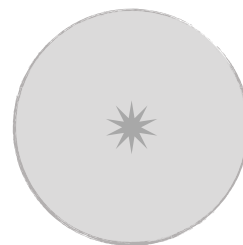
(PHB PG 204)

★ POINT OF ORIGIN

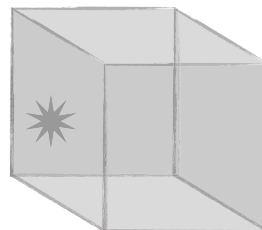
LINE



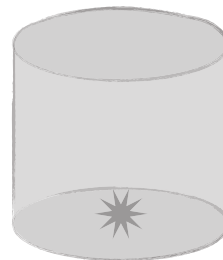
SPHERE



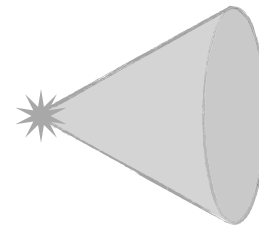
CUBE



CYLINDER



CONE



ABILITIES & SKILLS

(PHB PG 173 - 179)

TYPICAL DIFFICULTY CLASSES

Task Difficulty	DC
Very Easy	5
Easy	10
Medium	15
Hard	20
Very Hard	25
Nearly Impossible	30

Strength

Athletics

Dexterity

Acrobatics

Sleight of Hand Stealth

Intelligence

Arcana

History

Investigation

Nature

Religion

Wisdom

Animal Handling

Insight

Medicine

Perception

Survival

Charisma

Deception

Intimidation

Performance

Persuasion

COMBAT PROGRESSION

(PHB PG 189)

1. **SURPRISE CHECK** (Stealth check vs. Passive Perception of opponent) If you're surprised; can't move/attack till next turn. Can't react until end of your turn.
2. **ESTABLISH POSITIONS** Marching order or stated positions
3. **ROLL INITIATIVE**
4. **TAKE TURN** Move (or split move) and Take One Action (PHB pg. 192):
 - Attack
 - Cast Spell
 - Dash (up to double your move)
 - Disengage (prevents opportunity attacks)
 - Dodge (Hostile has disadvantage. Dexterity save has advantage)
 - Help (give target advantage on next Check or Attack)
 - Hide (Stealth check for success)
 - Ready (decide trigger & reaction/hold spell before casting)
 - Search (Perception or INT check)
 - Use Object
 - Improvise an unlisted action
 - Take Bonus Action if available

5. NEXT ROUND

COMBAT

(PHB PG 195)

RANGED ATTACKS Your attack roll has disadvantage when your target is beyond normal range, and you can't attack a target beyond the long range.

RANGED ATTACKS IN CLOSE QUARTERS When you make a ranged attack with a weapon, a spell, or some other means, you have disadvantage on the attack roll if you are within 5 feet of a hostile creature who can see you and who isn't incapacitated.

MELEE ATTACKS Combat within a 5-foot reach.
Unarmed Strike: 1 bludgeoning damage + STR bonus.

OPPORTUNITY ATTACK *REACTION:* A hostile creature moves out of your reach without disengaging. Gain Interrupting Attack.

TWO-WEAPON FIGHTING 2 Light weapon attacks, one as action; other as bonus action. Thrown weapons can be thrown. Only negative modifiers apply to bonus attack.

GRAPPLING Attacker Athletics vs Target Athletics or Acrobatics (target choice). See *Grappled Condition* for effect.

SHOVING A CREATURE Attacker Athletics vs Target Athletics or Acrobatics (target choice). Knock the target prone or push it 5 feet away.

MISCELLANEOUS

HIDING

(must disengage first, if in combat)

Stealth vs Perception (active looking)

Stealth vs Passive Perception (not looking)

Lightly Obscured = disadvantage on Perception check

Heavily Obscured = Blindness (see conditions)

COVER

$\frac{1}{2}$ cover = +2 AC and DEX saving throws
 $\frac{3}{4}$ cover = +5 AC and DEX saving throws

CRITICAL HITS

Roll damage dice twice then add modifiers

RESTS

Short = 1hr; use HD to regain lost HP

Long = 8hr; Regain all HP, $\frac{1}{2}$ of max HD, all spell slots

MOVEMENT

(PHB PG 181)

Difficult Terrain: 1 foot = 2 feet of movement

Climbing, Swimming, Crawling = 1 extra foot of movement

Long Jump: run 10'; distance = up to STR score
standing; $\frac{1}{2}$ STR score

High Jump: run 10'; 3+ STR mod
standing; $\frac{1}{2}$ that (ext. arms to add 1.5x height)

TRAVEL PACE				
Distance Traveled per...				
Pace	Minute	Hour	Day	Effect
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

EXHAUSTION (CUMULATIVE)	
LEVEL	EFFECT
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit Point maximum halved
5	Speed reduced to 0
6	Death

CONDITIONS

(PHB PG 290)

BLINDED - Auto-fail sight dependant checks, disadvantage to your attacks, hostile has advantage

CHARMED - Cannot hurt/attack charmer, charmer has advantage to social ability checks

DEAFENED - Auto-fail hearing dependant checks

FRIGHTENED - Disadvantage to checks/attacks while source of fear is in line of sight. Can't move closer to source of fear.

GRAPPLED - Speed 0 + no bonus. Ends when grappler incapacitated or when out of reach of grappler from effect.

INCAPACITATED - No actions/reactions

INVISIBLE - Hiding = Heavily Obscured, still makes noise and tracks. You attack with advantage, hostile has disadvantage.

PARALYZED - Incapacitated. Auto-fail Dex & Str saves. Hostile has advantage. All damage from within 5 feet critical.

PETRIFIED - Your weight increases x10, incapacitated, unaware of surroundings. Hostile has advantage. Auto-fail Dex & Str saves, resist all damage/poison/disease.

POISONED - Attacks & ability checks have disadvantage.

PRONE - Only crawl unless stands (½ mov.) You attack with disadvantage. Hostile has advantage within 5 feet; over 5 feet, has disadvantage.

RESTRAINED - Speed zero, no bonus. Your attacks & Dex saves have disadvantage. Hostile has advantage.

STUNNED - Incapacitated. Hostile has advantage. Auto-fail Dex/Str saving throws.

UNCONSCIOUS - Incapacitated & prone. Auto-fail Dex & Str saves. Hostile has advantage. All damage from within 5 feet critical.

SPELL CASTING (PHB PG 201)

SPELLCASTING FOCUS

An item such as a crystal, an orb, a rod or wand, or holy symbol.
Can be used in place of material components. Holy symbol must be held or worn visibly (i.e. a shield).

CASTING IN ARMOUR

Must be proficient in armour type worn.

ATTACK ROLLS

d20 + spellcasting ability + proficiency bonus

Ranged attacks have disadvantage within 5 feet of hostile who is not incapacitated.

SAVING THROWS

DC = 8 + spellcasting ability + proficiency bonus + special modifiers

TARGETS

A CLEAR PATH TO TARGET

Cannot be behind total cover.
Area effect begins on near side of obstruction.

TARGETING YOURSELF

If spell is target of choice, it can be caster, unless specified hostile or not caster (see spell description). Area of Effect can also target caster.

COMPONENTS

VERBAL (V)

Caster gagged or in area of silence can't cast a spell with verbal component.

SOMATIC (S)

Caster must have one free hand to perform gestures for somatic component.

MATERIAL (M)

Caster can use component pouch or spellcasting focus. Must have specific component to cast spell, even if consumed by spell. Must have one hand free to

access component.

DURATION

INSTANTANEOUS

Can't be dispelled.

CONCENTRATION

If concentration is lost, spell ends. End concentration at any time, no action required.

Moving & attacking don't interfere with concentration.

Casting another 'concentration spell', taking damage (DC=10 or ½ damage No., whichever is higher), being incapacitated or killed **ends concentration.**

COMBINING MAGICAL EFFECTS (PHB PG 206)

Effects of different spells add together and duration overlaps.
Effects of same spells cast don't combine. Highest bonus applies while durations overlap.

SPELLCASTING CLASSES

'KNOWN' SPELL CLASSES

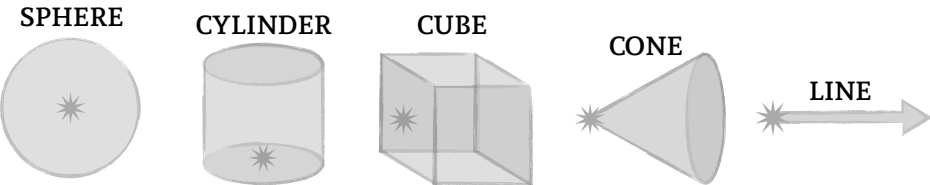
Bard, Paladin (Oath), Ranger, Sorcerer, Warlock

'PREPARED' SPELL CLASSES

Cleric, Druid, Eldritch Knight, Monk (elemental), Paladin, Arcane Trickster, Wizard

AREAS OF AFFECT (PHB PG 204)

POINT OF ORIGIN



ABILITIES & SKILLS (PHB PG 173 - 179)

TYPICAL DIFFICULTY CLASSES

Task Difficulty	DC	Strength	Wisdom
Very Easy	5	Athletics	Animal Handling
Easy	10	Dexterity	Insight
Medium	15	Acrobatics	Medicine
Hard	20	Sleight of Hand	Perception
Very Hard	25	Stealth	Survival
Nearly Impossible	30	Intelligence	Charisma
		Arcana	Deception
		History	Intimidation
		Investigation	Performance
		Nature	Persuasion
		Religion	