**Dungeons & Dragons 5e**

**Player Cheat-sheet**

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

v 7.1

by Sean Wickett

Not for resale. Permission granted to print or photocopy this document for personal use only.
**COMBAT PROGRESSION**

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**

**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.

**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**
(PHB pg 206)
Attacker Athletics vs Target Athletics or Acrobatics (target choice). (PHB pg. 195) 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. (PHB pg. 195)

**EXHAUSTION (cumulative)**

<table>
<thead>
<tr>
<th>Level</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Disadvantage on ability checks</td>
</tr>
<tr>
<td>2</td>
<td>Speed halved</td>
</tr>
<tr>
<td>3</td>
<td>Disadvantage on attack rolls and saving throws</td>
</tr>
<tr>
<td>4</td>
<td>Hit Point maximum halved</td>
</tr>
<tr>
<td>5</td>
<td>Speed reduced to 0</td>
</tr>
<tr>
<td>6</td>
<td>Death</td>
</tr>
</tbody>
</table>

**MISC.**

**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**

**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)

**CONDITIONS**
*(See 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.

**GRAPPLING** - Speed 0 + no bonus. Ends when grappler incapacitated or when out of range 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 (¾ 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**
(See 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 (ie. 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**
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 EFFECT**

- **POINT OF ORIGIN**
- **LINE**
- **SPHERE**
- **CUBE**
- **CYLINDER**
- **CONE**