

Vision

Light Sources

Source	Bright	Dim	Duration
Mundane			
Candle	5' r	+5' r	1 hour
Lamp	15' r	+30' r	6 hours
Lantern, Bullseye	60' C	+60' C	6 hours
Lantern, hooded	30' r	+30' r	6 hours
Torch	20' r	+20' r	1 hour
Magic			
Continual Flame	20' r	+20' r	Until dispelled
Dancing Lights	-	10' r	Up to 1 min
Faerie Fire	-	10' r	Up to 1 min
Flame Blade	10' r	+10' r	Up to 10 min
Flaming Sphere	20' r	+20' r	Up to 1 min
Holy Aura	-	5' r	Up to 1 min
Light	20' r	+20' r	1 hour
Moonbeam	-	5' r cyl.	Up to 1 min
Prismatic Wall	100'	+100'	10 min
Wall of Fire	60'	+60'	Up to 1 min

Cover and Concealment

Cover	
Half	+2 AC and DEX saves
Three-Quarters	+5 AC and DEX saves
Total Cover	Can't be targeted
Concealment	
Lightly Obscured	Disadvantage on WIS (Perception)
Heavily Obscured	Blocks vision entirely

Vision Abilities

Blindsight	Perceive surroundings without relying on sight.
Darkvision	See in darkness as if in dim light, cannot see colors.
Truesight	See in darkness, invisible, visual illusions, original form of creatures. See into the ethereal plane.

Travel

Pace	Minute	Hour	Day	Effect
Fast	400 ft	4 mi	30 mi	-5 to passive Perception
Normal	300 ft	3 mi	24 mi	-
Slow	200 ft	2 mi	18 mi	Can use stealth

Difficult terrain movement is at half speed.

A day of travel assumes 8 hours walking. Each hour above that requires a CON save at DC 10 + 1 for each extra hour, failure adds one level of exhaustion.

Mounts can gallop at twice their usual move, but only for an hour.

Climbing, Swimming and Crawling are at half speed (quarter for difficult terrain). Might require STR (Athletics) or DEX (Acrobatics) checks.

Dropping prone is a free movement. Standing up costs half your move.

Jumping Running long jump is for STR ft. Standing long jump is half of that. Running high jump is 3 + STR mod ft. Standing high jump is half of that. Max reach is jump height + 1½ character height. Attempting to jump further/higher might require STR (Athletics) check. Landing in difficult terrain requires a DEX (Acrobatics) check to avoid landing prone.

Activities while travelling
Navigate, draw a map, track, or forage. Characters performing these do not get a passive Perception check.

Tracking

Ground Surface	DC
Soft surface such as snow or sand	10
Dirt or grass	15
Bare stone	20
Each day since the creature passed	+5
Creature left a trail such as blood	-5

Encounters

Special Movement

Climb, Crawl, Swim	Adds 1' cost per 1' moved
Terrain Encounter Distance	
Arctic, desert, grass	6d6 x 10 feet
Forest, swamp	2d8 x 10 feet
Hills, wasteland	2d10 x 10 feet
Jungle	2d6 x 10 feet
Mountains	4d10 x 10 feet
Underwater, bright	60 feet
Underwater, dim	30 feet
Underwater, dark	10 feet

Audible Encounter Distance

Trying to be quiet	2d6 x 5 feet
Normal noise	2d6 x 10 feet
Very loud	2d6 x 50 feet

Encounter Visibility Outdoors

Clear day	2 miles
Rain	1 mile
Fog	100 – 300 feet
From a height	x 20

Suffocating

Breath can be held for number of minutes equaling 1 + CON mod – but minimum of 30 sec. After this you are choking and you can survive for a number of rounds equaling your CON mod, but minimum of 1 round. At the start of next round you drop to 0 HP and cannot be stabilized until breathing again.

Vehicle Travel Speeds

Airship	8 mph
Galley, horse	4 mph (<i>war horse up to 8 mph</i>)
Keelboat	1 mph
Longship	3 mph
Rowboat	1½ mph
Sailing Ship	2 mph
Warship	2½ mph

Survival

Exhaustion

Level	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls + saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink.

Death, Dying and Recovery

Instant Death	If damage remaining after 0 HP is \geq your HP maximum, you die.
Death Saves At 0 HP	(DC 10) Stabilize on 3 successes. Die on 3 failures. Stabilize when you regain any HP. Natural 1: Counts as two failures. Natural 20: Regain 1 HP.
Damage At 0 HP	Automatic death save failure. Criticals count as 2 failures. Critical damage \geq HP max kills you.
Subdual	When you reduce creature to 0 HP you can choose to knock it unconscious instead of killing it.
Short Rest	1 hour. Can spend hit dice.
Long Rest	8 hours. Restores all HP, all spell slots and half total hit dice (min. 1).

Food and Water

Food	1 lb of food per day. Half that counts as half a day of starvation. Can go 3 + CON mod days without food. Each extra day is +1 exhaustion.
Water	1 gallon of water per day (2 if it is hot). Half that, make a DC 15 CON save at the end of the day or suffer +1 exhaustion. Less than half water rations, automatic +1 exhaustion. If you are already exhausted then exhaustion gain due to thirst is doubled.

Conditions

Blinded	Sight checks fail. Disadvantage on attacks. Attacks at you have advantage.
Charmed	Cannot harm charmer. Charmer has advantage on social ability checks.
Deafened	Fail checks involving hearing.
Frightened	Disadvantage on ability checks and attacks while fear source is in line of sight, can't move closer to fear source.
Grappled	Speed becomes 0.
Incapacitated	No actions or reactions.
Invisible	Advantage on your attacks. Attacks against you have disadvantage.
Paralyzed	Incapacitated, can't move or speak. Fail STR/DEX saves. Attacks at you have advantage and critical if within 5f.
Petrified	Incapacitated, can't move or speak, unaware. Fail STR and DEX saves. Attacks against you have advantage. Resist all damage. Immune to poison and disease.
Poisoned	Disadvantaged attacks & ability checks.
Prone	May crawl or stand. Disadvantage on your attack rolls. Attacks against you within 5' have an advantage.
Restrained	Speed is 0. Attacks and DEX saves have disadvantage. Attacks against you an advantage.
Stunned	No actions or moves. Fail STR and DEX saves. Attacks at you have advantage.
Unconscious	Incapacitated, can't move or speak, unaware. Drop anything held. Fall Prone . Fail STR and DEX saves. Attacks against you have advantage and critical if within 5 feet.

Money

Exchange Rates

Coin	cp	sp	ep	gp	pp
Copper (cp)	1	1/10	1/50	1/100	1/1000
Silver (sp)	10	1	1/5	1/10	1/100
Electrum (ep)	50	5	1	1/2	1/20
Gold (gp)	100	10	2	1	1/10
Platinum (pp)	1,000	100	20	10	1

Lifestyle Expenses

Lifestyle	Price/Day	Lifestyle	Price/Day
Wretched	-	Comfortable	2 gp
Squalid	1 sp	Wealthy	4 gp
Poor	2 sp	Aristocratic	10+ gp
Modest	1 gp		

Services

Service	Pay
Coach cab - between towns	3 cp / mile
Coach cab - within a city	1 cp
Hireling - Skilled	2 gp / day
Hireling - Unskilled	2 sp / day
Messenger	2 cp / mile
Road or gate toll	1 cp
Ship's passage	1 sp / mile

Food Drink & Lodging

Item	Cost	Item	Cost
Ale - Gallon	2 sp	Banquet / person	10 gp
Ale - Mug	4 cp	Cheese, hunk	1 sp
Meat, chunk	3 sp	Bread, loaf	2 sp
Wine, pitcher	2 sp	Wine, bottle	10 gp
Quality	Inn stay (day)	Meals (day)	
Squalid	7 cp		3 cp
Poor	1 sp		6 cp
Modest	5 sp		3 sp
Comfortable	8 sp		5 sp
Wealthy	2 gp		8 sp
Aristocratic	4 gp		2 gp

Difficulty and Damage

Difficulty Class

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

Creature Size

Size	Space	Hit Die
Tiny	2½ by 2½ ft	d4
Small	5 by 5 ft	d6
Medium	5 by 5 ft	d10
Large	10 by 10 ft	d12
Huge	15 by 15 ft	d12
Gargantuan	20 x 20 ft or larger	d20

Improvising Damage

Example	Dice
Burned by coals, hit by falling book-case.	1d10
Struck by lightning, stumbling into a fire-pit.	2d10
Hit by falling rubble, collapsing tunnel.	4d10
Crushed by compacting walls, wading through lava stream.	10d10
Submerged in lava, hit by crashing flying for-Tress.	18d10
Tumble into vortex of elemental fire, crushed in jaws of god-like or moon-sized monster.	24d10

Damage Severity by Level

Character level	Setback	Dangerous	Deadly
1-4	1d10	2d10	4d10
5-10	2d10	4d10	10d10
11-16	4d10	10d10	18d10
17-20	10d10	18d10	24d10

Trap Save DC and Attack Bonus

Trap Danger	Save DC	Attack Bonus
Setback	10-11	+3 to +5
Dangerous	12-15	+6 to +8
Deadly	16-20	+9 to +12

Objects

Objects always fail STR and DEX saving throws and are immune to effects that call for other saves.

Armor Class

Material	AC	Material	AC
Cloth, Paper, rope	11	Iron, steel	19
Crystal, glass, ice	13	Mithral	21
Wood, bone	15	Adamantine	23
Stone	17		

Hit Points

Size	Fragile HP	Resilient HP
Tiny (bottle, lock)	2 (1d4)	5 (2d4)
Small (chest, lute)	3 (1d6)	10 (3d6)
Medium (barrel, chandelier)	4 (1d8)	18 (4d8)
Large (cart, 10-ft. by 10-ft. window)	5 (1d10)	27 (5d10)

Donning Armor

Category	Don	Doff
Light Armor	1 min	1 min
Medium Armor	5 min	1 min
Heavy Armor	10 min	5 min
Shield	1 action	1 action

Useful Objects

Acid Vial: Ranged attack, 2d6 acid damage.

Antitoxin: Advantage on poison saves for 1 hour.

Ball Bearings: DC 10 DEX save or fall prone.

Caltrops: DC 15 DEX save or stop, take 1 damage and speed reduced by 10'.

Healer's Kit: 10 uses. 1 use as action to stabilize the dying without a check.

Holy Water: 2d6 radiant to fiends and undead.

Oil: +5 fire damage if splashed target takes any fire damage. Or burn on ground, 5' area, 2 rounds, 5 fire damage per round.

Potion of Healing: Action to heal 2d4+2.

Torch: Burns for 1 hour. Provides 20' bright light, 40' dim light. Hits for 1 fire damage.

Abilities

Skills

Strength	Athletics
Dexterity	Acrobatics, Sleight of Hand, Stealth
Constitution	-
Intelligence	Arcana, History, Investigation, Nature, Religion
Wisdom	Animal Handling, Insight, Medicine, Perception, Survival
Charisma	Deception, Intimidation, Performance, Persuasion

Carrying Capacity

Carry	15×STR lb.
Push, drag or lift	30×STR lb. This drops speed by 5.
<i>Tiny creatures half; Large creatures double; Huge creatures triple; Gargantuan creatures quadruple.</i>	

Ability Scores & Modifiers

Score	Modifier	Score	Modifier
1	-5	16-17	+3
2-1	-4	18-19	+4
4-5	-3	20-21	+5
6-7	-2	22-23	+6
8-9	-1	24-25	+7
10-11	0	26-27	+8
12-13	+1	28-29	+9
14-15	2	30	+10

Breaking Concentration

Spell description defines duration, but broken if:

1. Casting another concentration spell;
2. Killed or incapacitated;
3. Taking damage and failing CON saving throw of DC 10 or half the damage – whichever is higher;
4. Enormous distraction: CON saving throw of DC 10;