

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.

BY SEAN WICKETT



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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 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, short rest before next attempt)
- Disengage (prevents opportunity attacks)
- Dodge (Attacker has disadvantage & DEX save has advantage)
- Help (give creature Adv. 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

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

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)

HIDING

Stealth vs Perception (active looking)

Stealth vs Passive Perception (not looking)

Lightly Obscured = disadvantage on Perception check

Heavily Obscured = blindness (see PHB pg 290)

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)

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

(SEE PHB PG 201)

BLINDED - Auto-fail sight dependant checks, DIS to attacks, opponent has ADV.

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

DEAFENED - Auto-fail hearing checks

FRIGHTENED - DIS 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. Attacks with ADV, opponents have DIS.

PARALYZED - Incapacitated. Auto-fail Dex/Str STs, opponents have ADV, all DAM critical within 5 feet.

PETRIFIED - weight x10, incapacitated, unaware of surroundings, opponents have ADV, Auto-fail Dex/Str STs, resist all DAM, poison, disease.

POISONED - Attacks, ability checks have DIS

PRONE - Only crawl unless stands (½ mov.), attacks have DIS, oppnt has ADV within 5 feet; +5 feet oppnt has DIS

RESTRAINED - Speed 0, no bonus. DIS Attacks, opponent has ADV, DEX STs have DIS

STUNNED - Incapacitated, opponent has ADV, Autofail Dex/Str STs

UNCONSCIOUS - Incapacitated, prone, Auto-fail Dex/Str STs, opponent has ADV, all DAM critical within 5 feet.

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

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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).

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

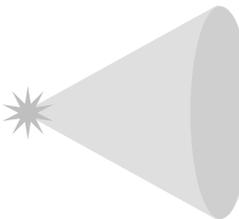
CASTING IN ARMOUR

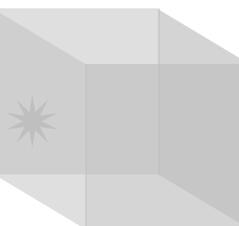
Must be proficient in armour type worn.

AREAS OF EFFECT

 POINT OF ORIGIN

LINE  

CONE  

CUBE  

SPHERE  

CYLINDER  