

YOUR TURN (Chapter 9: Combat)

Your Turn: move+action+bonus action (189)
 move can be any mode/combo and split up during turn (190)
 bonus actions are class/feat/etc. specific (189)
 interact with 1 object for free (more req your action) (190)
Reactions: 1 reaction per round (reset at start of your turn) (190)

MOVE (Chapter 8: Adventuring and Chapter 9: Combat)

Movement: On your turn, mv spd. Some action/ terrain change spd/ mv (190). Can mv thru non-hostile space or hostile space if 2+ larger/smaller (191)
Climb: +5' per 5' (abil chk if difficult) (182)
Crawl: +5' per 5' (191)
Difficult Terrain: +5' per 5' (incld cr space (friend/ foe)) (190)
Drop Prone: 0' (190)
Grapple Move: spd/2 (unless 2+ larger) (195)
Jump, High: running (10'+) 3+SMOD feet, standing SMod feet (min 1), extend arms to 1.5x height (182)
Jump, Long: running (10'+) Str feet, standing Str/2 feet, 10SC(Ath) to clear low obstacle (height 1/4 jump distance), 10DC(Acro) to land on feet in difficult terrain (182)
Mount/Dismount: 1/turn, spd/2, cannot if not enough mv left (198)
Stand Up: spd/2, cannot if not enough mv left/spd 0 (190)
Swim: +5' per 5' and ability chk if difficult (182)
Multiple Speeds: *When switching mode, subtract amount already moved from new spd (190)*

ACTIONS (Chapter 9: Combat)

Attack: attack (192)
Cast Spell: cast spell (192)
Dash: mv 2x spd (after mods) for turn (192)
Disengage: mv does not provoke for rest of turn (192)
Dodge: DA atk v you (if see atk); AD DS (lose if incap/spd 0) (192)
Grapple: See "Attacks"
Grapple Escape: SC(Ath)/ DC(Acr)> SC(Ath) (195)
Help: AD nxt chk/atk v target in 5' of you before your nxt turn (192)
Hide: DC(Stealth)> WC(Per) (half+ cover/ hvy obscur) (173,192)
Ready: Specify perceivable trigger+ action (can mv spd instead); go after trigger; spell req concentration+ 1 action max cast time (193) extra/multiatk get only 1 atk (because "on its turn") (72/m11)
Search: Search (193)
Use Object: Use special abil/ interact w/ more than 1 object (193)
Improvise: Improvise action not on list (193)

ATTACKS (Chapter 9: Combat)

Attack if you're making atk roll, counts as atk for other rules (194)
Natural 1 or 20: Nat 1 miss, Nat 20 hit (+crit) (194)
No Proficiency: no prof bonus (194)
Attack Unseen: DA (194)
Attack From Hidden: AD, lose hidden after atk (hit/ miss) (195)
Melee Atk: SMod atk/dmg (finesse wpn special) (194)
Ranged Atk: DMod atk/dmg (thrown wpn special); DA long range or if hostile cr that can see you and not incap in 5' (194,195)
Opportunity Atk (OA): target you can see exit reach, use reaction, teleport/forced/falling move does not provoke (195)
Two-Weapon Fighting: w/ 2 light melee wpns, use BONUS action for off hand atk. No + abil mod to dmg for 2nd. Can throw. (195)
Grapple: 1atk (free hnd); SC(Ath)>SC(Ath)/DC(Acr), end free (195)
Shove: 1atk; SC(Ath)>SC(Ath)/DC(Acr) (+1sz max); knock prone or push 5' (195)
Damage vs Mult Targets: Make 1 dmg roll (196)
Critical Hit: roll dmg dice (wpn/ spell/ SA) 2x then add mods (196)

COVER (Chapter 9: Combat)

Creatures: provide cover (friend/ foe) (195)
1/2 Cover: 1/2+ blocked; +2 AC/DS (195)
3/4 Cover: 3/4+ blocked; +5 AC/DS (195)
Full Cover: All blocked; no direct targeting (195)
Determine Cover: Choose 1 corner of 1 square you occupy or origin of spell. Draw line to every corner of 1 square target occupies. 1/2 cover if 1-2 obstructed. 3/4 cover if 3+ obstructed. Line along edge/corner of obstacle unobstructed (but no provide LOS) (d251)

DAMAGE, HEALING, DYING, RESTING (Chapters 8 and 9)

Resistance: dmg/2 after mods, only once (197)
Vulnerability: dmg x2 after mods, only once (197)
Instant Death: If 0hp and remaining dmg > hp max (197)
Unconscious: 0hp unconscious, end if regain hp (197)
Death Save: start turn at 0hp, roll d20 (no abil mod but benefit fr item/spell that improve save), 1=2xfail, 2-9=1xfail, 10-19=1xsuccess, 20=regain 1hp; die/stabilize on 3rd fail/success, #fail/success don't need to be consecutive and reset w/ regain hp/stabilize (197)
Dmg at 0hp: death save fail each dmg (2x if crit); if 1 atk dmg = max hp, die (197)
Stabilize: ACTION, 10WC(Med) (auto healer kit) (151,197)
Stable: no death sv, uncon; end if take dmg; regain 1hp in d4 hr (197)
Knock Out: reduce to 0hp w/ melee atk, uncon, stable (198)
Temp hp: lost first to dmg, healing no restore, no add, no restore concious/ stabilize but can absorb dmg, last til long rest (198)
Short Rest: 1+ hr; spend HD (gain HD+CMod for each) (186)
Long Rest: 8+ hr; 1+hp; regain all hp and HD/2 (1 min) (186/twitter)

SPELLCASTING (Chapter 10: Spellcasting)

Spell Components: 1 free hand for S/ M comp (203)
Casting in Armor: must be prof w/ armor (201)
Long Casting Times: require concentration (202)
Range: Target/ Initial effect location, area can extend beyond (202)
Touch Range: can affect caster (202)
Concentration: lose if start other conc spell/ incap/ killed/ take dmg and fail CC (higher of 10 or dmg/2). End any time (FREE) (203)
Bonus Action Spell, no other spell xcpt 1 action cantrip (202)

MISC RULES

Ability Chk, Atk Roll, Saving Throw different (173)
AD/DA: apply only 1x, cancel even if not equal, reroll only 1 (173)
Proficiency 1 time only (173)
Contest Tie: No change (174)
Passive Check +/-5 for AD/DA (175)
Repeat Check: If no failure penalty, get max roll after 10x (d237)
Falling: d6 bludgeoning/10' (20d6 max); prone if take dmg (183)
Initiative Tie: PCs only, players decide, otherwise DM does (189)
Surprised: no mv/action 1st turn, no reaction til 1st turn end (189)

CONDITIONS (Appendix A)

Blinded: AD atk v you; DA your atks; fail chk req sight (290)
Charmed: No atk/ target charmer w/ harmful ability/ effect; AD charmer social chk v you (290)
Deafened: fail chk req hearing (290)
Frightened: DA abil chk/ atk w/ source of fear in sight; can't willingly mv closer to source of fear (290)
Grappled: spd 0 (no bonus); end grappler incap/out of reach (290)
Incapacitated: no action/ reaction (290)
Invisible: no see w/o magic/ special sense; hvy obscurd for hiding; DA atk v you; AD atk (291)
Paralyzed: incap (no action/reaction); no mv/speak; fail SS/DS; AD atk v you; any hit crit if atkr in 5' (291)
Petrified: transformed with nonmagic obj worn/carried; 10x weight; no aging; incap (no action/reaction); no mv/speak; unaware of surroundings; AD atk v you; fail SS/DS; resist all dmg; immune poison and disease (only suspended if already in system) (291)
Poisoned: DA atk/abil chk (292)
Prone: DA atk/atk v you if not in 5'; AD atk v you if in 5' (292)
Restrained: spd 0 (no bonus); AD atk v you; DA atk/DS (292)
Stunned: incap (no action/reaction); no mv; faltering speech; fail SS/DS; AD atk v you (292)
Unconscious: incap (no action/reaction); drop held items; fall prone; no mv/speak; fail SS/DS; AD atk v you; any hit crit if atkr in 5' (292)
Exhaustion: 1-DA abil chk; 2-spd/2; 3-DA atk/sv; 4-maxhp/2; 5-spd 0; 6-dead; cumulative; reduce 1 with extended rest (291)

SKILLS (Chapter 7: Using Ability Scores)

DC Guidance (174)
DC5: Very Easy, **DC10:** Easy, **DC15:** Medium
DC20: Hard, **DC25:** Very Hard, **DC30:** Nearly Impossible

MOUNTED COMBAT (Chapter 9: Combat)**Ride:** Willing creature 1+ larger (198)**Mount/Dismount:** 1/turn, spd/2, cannot if not enough mv left (198)**Mount Forced Move:** 10DS or fall, land prone in 5' (198)**Rider Knocked Prone:** 10DS or fall, land prone in 5' (198)**Mount Knocked Prone:** REACTION to land on feet, otherwise dismounted+ prone in 5' (198)**Controlled Mount:** Must be trained, initiative change to match rider. Move as directed, 3 action options: Dash, Disengage, Dodge. Can mv and act on turn mounted. (198)**Independent Mount:** Retain initiative, no action restrictions, mv and acts as it wishes (198)**OA:** If mount provokes OA, can target rider or mount (198)**UNDERWATER COMBAT** (Chapter 9: Combat)**Resist:** resist fire if completely immersed in water (198)**Melee Wpn Atk:** DA (xcpt swim spd, dagger, javelin, shortsword, spear, trident) (198)**Ranged Wpn Atk:** Long range auto miss, normal range DA (xcpt xbow, net, javelin, spear, trident, dart) (198)**MAGIC ITEMS** (DMG Chapter 7: Treasure)**Identify:** Determine if magic by touch/ detect magic. ID scroll by read (on class spell list to use (d200)), potion by taste, other w/ Identify spell or by touch+ concentrate during short rest (d136)**Attune:** touch+ concentrate during short rest (not same one ID'd in). Item attune to 1 creature. Creature attune to 3 items. End if >100' away for 24h or if die or voluntarily during short rest (d136)**CHARACTER CREATION** (Chapter 1: Step-by-Step Characters)**Rules:** Basic Rules, PH, Princes of Apocalypse App. A & B, Elemental Evil Player's Companion (xcpt aarakocra), MM App A (beasts) (a3); or, see ALPG for past story origins (a22)**Race:** Variant human trait allowed (a3)**Class:** Cleric domain: Suggested or Life (can't choose Death) (a3)**Abilities:** Array (15, 14, 13, 12, 10, 8) or Point Buy (27 points; 8=0, 9=1, 10=2, 11=3, 12=4, 13=5, 14=7, 15=9)**Equipment:** choose starting equip by class/background (a4), Can begin play with 1 trinket of your choice.**Alignment:** CG, NG, LG, CN, N, LN, (LE Lord's Ally/Zhent only) (a4)**Faction:** 1 only, lose all renown if switch (a4)**AC** = 10+armor+shield+Dex Mod (if have multiple features that give different ways to calculate AC, choose one (14))**Character Advancement** (15)

XP	Level	Prof	XP	Level	Prof
0	1	+2	85,000	11	+4
300	2	+2	100,000	12	+4
900	3	+2	120,000	13	+5
2,700	4	+2	140,000	14	+5
6,500	5	+3	165,000	15	+5
14,000	6	+3	195,000	16	+5
23,000	7	+3	225,000	17	+6
34,000	8	+3	265,000	18	+6
48,000	9	+4	305,000	19	+6
64,000	10	+4	355,000	20	+6

CALENDAR (Forgotten Realms - Current Year 1489DR)**Days:** 3 weeks of 10 days (unnamed)**Months**

Hammer-Alturiak-Ches (Jan-Mar)

Tarsakh-Mirtul-Kythorn (Apr-Jun)

Flamerule-Eleasias-Eleint (Jul-Sep)

Marpenoth-Uktar-Nightal (Oct-Dec)

Holidays

Midwinter (between Hammer and Alturiak)

Greengrass (between Tarsakh and Mirtul)

Midsummer (between Flamerul and Eleasias)

Shieldmeet (during Midsummer once every four years)

Highharvestide (between Eleint and Marpenoth)

Spring Solstice (19th of Ches)

Summer Solstice (20th of Kythorn)

Autumn Solstice (21st of Eleint)

Winter Solstice (20th of Nightal)

D&D ADVENTURERS LEAGUE**Replay:** Players/DM's can replay adventures if use different PC (a5)**Encounters/Starter Set:** downtime days at end of episode/ adventure not session (a5)**Gain Level:** Can at end of long rest or session if enough xp (a7)**Faction Rank:** Advance at end of an episode or adventure (a7)**Downtime Activities** (use before/after adventure (a5))*Reduce raise dead penalty 1 per day in addition to activities (a11)***Crafting:** No combining efforts**Practice Profession****Recuperate****Train:** New language or set of tools**Catch Up:** 4>5) 20 days; 10>11) 100 days (pay full lifestyle)**Spells:** 3/d (even if own party). Acolyte 1free(xcpt Comp)/d (a11)**Lifestyle** (a6, 157)*Change with 1 day lower or 30 days higher.***Wretched:** free, **Squalid:** 1sp/day, **Poor:** 2sp/day, **Modest:** 1gp/day**Comfortable:** 2gp/day, **Wealthy:** 4gp/day, **Aristocratic:** 10+gp/day**Treasure** (a6)

Gems, jewelry, art objects, trade good sell for full value

Arms, armor, other equip sell for half. But worthless if obtained from monsters but can be used during session. (a6)

Wealth can't be exchanged except to help pay for services (must be in same party (table) to do this). (a6)

Magic Items cannot be sold, can be traded with cert (1 for 1 equivalent rarity only), can be lent during play.**Tiers** (can't play adventures outside your tier (a7))

First (1-4), Second (5-10), Third (11-16), Fourth (17-20)

Rebuilding (during first tier only (a7))**Keep:** Story origin, name, xps, treasure, equipment, magic items, downtime, and faction renown **Replace:** race, class, other options**Raise Dead Options** (a11)

1.) New first level character

2.) 1250gp dead PC and other party members can contribute

3.) Faction charity, level 1-4 only, member of faction, forfeit all xp and awards from that session (even those earned prior to death), can't replay that episode or adventure

DMing

Empowered to make adjustments to adventure and how group interacts with world. (a12)

300xp and 150gp /tier/episode for home/encounters (a13)

200xp and 100gp /tier/adventure for expeditions/epics (a13)

10 down time days per episode/adventure (a13)

Factions**Harpers** is a scattered network of spellcasters and spies who advocate equality and covertly oppose the abuse of power.**Order of the Gauntlet** is composed of faithful and vigilant seekers of justice who protect others from the depredations of evildoers.**Emerald Enclave** is a widespread group of wilderness survivalists who preserve the natural order while rooting out unnatural threats.**Lord's Alliance** is a loose coalition of established political powers concerned with mutual security and prosperity**Zhentarim** is an unscrupulous shadow network that seeks to expand its influence and power throughout Faerun.**WEBSITES**

Resources including Free D&D Basic Rules and Adventurers League Players Guide, Adventure Logsheet, and Character Sheets:

<http://dnd.wizards.com/articles/events/adventurers-league-resources>

Warhorn site to sign up for in person Wichita KS Expeditions Games:

<https://warhorn.net/events/adventurers-league-ict>

Google group to sign up for Online Expeditions Games:

<https://groups.google.com/forum/#!forum/dnd-adventurers-league-online-collective>