

### Ability Scores

<b>STR - Strength</b>	Your ability to apply force to your environment. Muscle.
<b>DEX - Dexterity</b>	Your ability to maneuver through your environment. Agility.
<b>CON - Constitution</b>	Your ability to withstand harm. Stamina.
<b>INT - Intelligence</b>	Your ability to recall and analyze information. Intellect
<b>WIS - Wisdom</b>	Your ability to gather information about your surroundings. Insight.
<b>CHA - Charisma</b>	Your ability to influence others and your own state of mind. Leadership.

Ability Scores are the numbers which determine your base abilities. They are seldom used directly. Instead they determine the modifiers (pluses and minuses) you apply to your die rolls.

### d20 Rolls

<b>Initiative</b>	At the beginning of combat, each character rolls a d20 to determine their turn order in the fight. Add DEX.
<b>Attack</b>	Melee, ranged, and spell attacks rely on a d20 roll. See "Attack" this page for details.
<b>Ability Check (Skill Check)</b>	The GM may ask a player to roll to determine whether their character can accomplish a task. Add relevant Ability and Proficiency modifiers.
<b>Saving Throw (Save)</b>	In a dangerous situation, the GM may require the player to roll a d20 to try to avoid damage. Add relevant modifiers.
<b>Advantage &amp; Disadvantage</b>	Circumstances, skills, or the DM's ruling may grant Advantage or Disadvantage on a d20 roll. In this case, roll two d20 and use the higher or lower result as appropriate.
<b>Inspiration</b>	Awarded by the GM, Inspiration allows a player to confer on a d20 roll of their choice, including another player's.

### d20 Rolls (cont)

**Rolling & Modifying** The number on the face of the die is the "natural" result to which modifiers are applied. For clarity, report the result as "16 plus 3 is 19" or as "modified 19" so the table knows you've included the modifiers. If you roll a natural 1 or 20 during an attack, announce this "critical" miss or hit.

Rolls of the 20-sided die determine success or failure. Characters with natural abilities, talents, or magical aids have modifiers which increase the odds of success. Negative modifiers like weaknesses, difficulties, or curses decrease the chances.

### Movement

<b>Move</b>	Walk, Run, Skip, Hop. You can move any way you think your character can. You'll be using this form of movement the most. 5 feet distance costs 5 feet movement
<b>Climb</b>	Need to get up that cliff? Maybe you need to go down the rope into the deep, dark pit. You're going to be climbing. 5 feet distance costs 10 feet in movement
<b>Crawl</b>	Sometimes you need to get on all fours to fit through that sewer grate. Unless you're a gnome. 5 feet distance costs 10 feet in movement
<b>Swim</b>	Whether it's the breaststroke or the doggie paddle, it's how you get across the river in front of you. Just remember not to go swimming until one hour after you eat or when you are wearing plate mail. 5 feet distance costs 10 feet in movement
<b>Jump</b>	Jumping includes both high jumping and long jumping. No matter is you are jumping up to grab onto a ledge or jumping across a pit of snakes, this movement has you covered. 5 feet distance costs 5 feet movement
<b>Fall Down</b>	Maybe you do it on purpose or maybe you faint, falling to the ground costs you nothing. Cost 0 feet of movement



### Movement (cont)

**Stand Up** When you get knocked down, always get back up. Unless your fighting an ancient black dragon. Then stay on the ground and pretend you're dead.  
5 feet distance costs 1/2 your total movement

### Actions in Combat

**Attack** Swing that sword or fire that crossbow! Make a ranged or melee attack.

**Cast a Spell** Let loose the Fireball! You may cast a spell that takes 1 action during this phase. Make sure to consult your spell description.

**Dash** Sometimes your normal movement isn't quite enough. When you Dash, you double your movement speed.

**Disengage** The art of running away and not getting hit. When you disengage, use your action so that you may move without provoking an attack of opportunity.

**Dodge** You prepare your defenses for the incoming attack. When you use this action you get advantage on Dexterity checks and opponents you can see attack with disadvantage.

**Grapple** Requirements: The target must be no more than one size larger than you. The target must be within your reach. You must have at least one free hand. This allow you to grab onto a creature or attempt to wrestle with it. Using one free hand you make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check, decided by the target. A grappled creature has a speed of 0.

### Actions in Combat (cont)

**Help** Sometimes, lending a helping hand is better than taking a swing. When using the help action, you grant an advantage to an ally within 5 feet of you. Their first attack roll is made with advantage, or you grant them advantage on another task you determine.

**Hide** Rogues call it playing smart and barbarian call it being a wuss. When using the hide action, you move to a location where you cannot be seen, for example, behind a very large rock. You make a Dexterity (Stealth) check versus your opponent's Wisdom (Perception) check to determine if you can be seen.

**Ready** You wait. Instead of taking an action during the action phase of your turn, you wait for a specific event to occur to trigger your action. You must say what the triggering event will be & you must say what action you will take. The triggering action can be anything you think may take place or that you will observe. If the event takes place before the start of your next turn, your action is triggered. (This uses your Reaction)

**Search** Looking around as an action during combat. You should be ready to make a Wisdom or Intelligence check (it's up to your DM's discretion).

**Shove** Requirements: The target must be no more than one size larger you. The target must be within your reach. You push someone 5 feet away from you. You make a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check, decided by the target



### Actions in Combat (cont)

Interact with an Object Using some objects is considered at Free Action while some require you to use your Action to accomplish the task. Here are some examples of both types:

- Drawing your sword - Free Action
- Drinking a potion- Bonus Action
- Feeding a potion to an Ally - Action
- Open a door - Free Action
- Interacting with more than one object that would normally be a free action - Action
- Cowering in fear at the sight of the BBEG - Free Action

This is what you have been waiting for. During the action phase you can attack, cast a spell and so much more. Key factors to keep in mind during the Action Phase:

- You don't have to take an action.
- The most common action is the Attack Action.
- If your action permits multiple attacks, you may move between attacks as long as you have movement remaining.



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