

### Basic Mechanics

|               |   |
|---------------|---|
| Ability Check | d20 + Ability modifier (+ proficiency)  |
| Advantage     | Roll 2d20, take better roll   |
| Armor Class   | No Armor: 10 + Dex modifier (+2 for shield)<br>Armor: Armor AC + Dex modifier (+2 for shield) |
| Contest       | Both parties roll, higher wins. Ties leave situation unchanged.                               |
| Disadvantage  | Roll 2d20, take worse roll.   |
| Fractions     | Round down unless otherwise indicated   |
| Group Check   | If half the group beats DC, success.  |
| Initiative    | d20 + Dex modifier  |
| Inspiration   | Advantage for 1 roll, may be gifted.  |
| Pass. Check   | 10 + modifiers (+5 for advantage, -5 for disadvantage)  |
| Saving Throw  | d20 + Ability modifier (+ proficiency)  |
| Spell Save    | DC: 8 + caster's proficiency bonus + casting ability modifier                                 |

### Skills

**Strength:** Physical power, Force

Athletics

**Dexterity:** Agility, Reflexes, Balance

Acrobatics, Sleight of Hand, Stealth

**Intelligence:** Book smarts, knowledge

Arcana, History, Investigation, Nature, Religion

**Wisdom:** Street smarts, Reason, Deduction

Animal Handling, Insight, Medicine, Perception, Survival

**Charisma:** Force of character, Likeability

Deception, Intimidation, Performance, Persuasion

**Constitution:** Physical endurance, Toughness

### Spellcasting Abilities

|                |          |                 |              |
|----------------|----------|-----------------|--------------|
| <b>Bard</b>    | Charisma | <b>Ranger</b>   | Wisdom       |
| <b>Cleric</b>  | Wisdom   | <b>Sorcerer</b> | Charisma     |
| <b>Druid</b>   | Wisdom   | <b>Warlock</b>  | Charisma     |
| <b>Paladin</b> | Charisma | <b>Wizard</b>   | Intelligence |

### Conditions

|             |  |
|-------------|--|
| Blinded     | Auto-fails checks with sight. Attack rolls against have adv. Attack rolls have disadv.   |
| Charmed     | Can't harm charmer. Charmer has adv on social checks.  |
| Deafened    | Auto-fails checks with hearing.  |
| Frightened  | Disadv on ability checks and attack rolls while source of fear in line of sight. Can't willingly move closer.  |
| Grappled    | Speed becomes 0, no bonuses. Ends if grappler incapacitated or moved out of reach.   |
| Incapacit.  | Can't take actions or reactions.   |
| Invisible   | Not seen normally but can make tracks or noise. Heavily obscured for hiding. Attack rolls against have disadv, attack rolls have adv.  |
| Paralyzed   | Incapacitated, can't move or speak. Auto-fail Str and Dex saving throws. Attacks against have adv, attacks that hit crit if within 5 ft  |
| Petrified   | Transformed (self+stuff) to stone, weight x10, no aging. Incapacitated, can't move or speak, unaware. Attacks against have adv, auto-fails Str and Dex saves. Resistance to damage, immune to poison and disease (if already in system, suspended not gone). |
| Poisoned    | Disadv on attacks and checks.  |
| Prone       | Can crawl or stand up. Standing ends condition. Attacks against have adv within 5 ft, else disadv. Disadv on attack rolls.   |
| Restrained  | Speed becomes 0, no bonuses. Attacks against have adv, attacks have disadv. Disadv on Dex saves.   |
| Stunned     | Incapacitated, can't move, speaks falteringly. Auto-fail Str and Dex saves. Attacks against have adv.  |
| Unconscious | Incapacitated, can't move or speak, unaware. Drops held things, falls prone. Auto-fail Str and Dex saves. Attacks against have adv, attacks that hit crit within 5 ft.   |

