

### Dice

D4	low damage weapons, small spell effects, and healing potions.
D6	rolling character stats, damage for smaller weapons and spells
D8	Damage for one-handed weapons and medium-level spells.
D10	Damage for versatile weapons and higher-level spells.
D12	Damage rolls fro large, two-handed weapons like great axes or powerful spells.
D20	most frequently used die, used for attack rolls, ability checks and saving throws. Determines if your action succeeds or fails.
D%	random tables, determining loot, or calculating specific percentage-based chances

Dice are very important in DnD and are used to determine and randomize most things within the campaign.

### Playing

Saving throws	rolls that characters make to resist harmful effects like spells traps or poisons
Battle actions	Usually get an action, bonus action, and movement



By **arict**  
[cheatography.com/arict/](https://cheatography.com/arict/)

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