d20 Rolls

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.

Initiative At the beginning of combat, each character rolls a d20 to determine their turn order in the fight. Add DEX. PHB 189

Attack Melee, ranged, and spell attacks rely on a d20 roll. See "Attack" this page for details.

Ability Check (Skill Check) The GM may ask a player to roll to determine whether their character can accomplish a task. Add relevant Ability and Proficiency modifiers. PHB 173

Saving Throw (Save) In a dangerous situation, the GM may require the player to roll a d20 to try to avoid damage. Add relevant modifiers. PHB 179

Advantage 👍 & Disadvantage 👎 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. PHB 173

Inspiration Awarded by the GM, Inspiration allows a player to confer on a d20 roll of their choice, including another player's. PHB 125

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. PHB 7

Combat Rounds

Battles and other time-sensitive activities occur in *Rounds.* A Round represents 6 seconds of game time. During a Round, each combatant gets a Turn to move and act. Each Round's *Turns* occur simultaneously in the game world, but are resolved in *Initiative Order* by the players. PHB 189

Surprise *Surprised* combatants cannot act in the first round of combat. PHB 189

Initiative Combatants roll a d20 DEX check to determine order of turns in a round. Add relevant modifier(s). PHB 189

Round Begins

Turns All combatants take their turns in initiative order. PHB 189

Repeat Repeat rounds until victory, defeat, parley or retreat. ↥

Concentration

Some spells require Concentration to maintain effect. If the caster takes Damage during concentration, they must make a *Saving Throw* (DC 10 or half the damage, whichever is higher) in order to maintain the spell. PHB 203

Damage Types

Acid Corrosive compounds.
Bludgeoning Blunt force.
Cold Ice or magical chill
Fire Intense heat.
Force Magical wallop.
Lightning Electrical shock.
Necrotic Withering curse.
Piercing Puncture wounds.
Poison Toxins and venom.
Psychic Mental anguish.
Radiant Divine light.
Slashing Cutting wounds.
Thunder Concussive impact.

Damage Types (cont)

Immunity No damage. PHB 197
Resistance ½ damage
Vulnerability 2x damage

Attack

Target	Identify your target to the table.
Attack	Roll a d20. During an Attack roll, *1 always fails,* and *20 always succeeds.*
Modify	Add *modifiers.* PHB 194
Armor Class	If the modified result is ≥ target's *Armor Class* (AC) the attack hits the target.
Damage	Roll *Damage Dice* and add *modifiers.* The target's *HP* are reduced, factoring resistances and vulnerabilities.
Spell Attack PHB 205	Many spells count as attacks. The caster rolls d20 + *Spellcasting Ability Modifier* + *Proficiency Bonus* to hit vs *AC.*
Ranged Attack PHB 195	E.g. Range 150/600: ➔0-150 ft Roll normally. ➔151-600 ft roll with 👎. ➔601 ft+ Out of range. (If a foe is within 5 ft, roll with 👎.)

Protective Cover PHB 196

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Attack (cont)

½ Cover	Grants +2 to AC and DEX saves
¾ Cover	Grants +5 to AC and DEX saves
Full Cover	Cannot be directly targeted, but might be hit by Area of Effect.

Improvised Weapons

Do 1d4 damage, range 20/60. If an improvised weapon resembles an actual weapon, the GM may rule it can be treated as such, including bonuses.

Damage & Healing

Hit Points The relative threat of imminent death or incapacity to a creature. PHB 196 At zero HP a character is **unconscious.** PHB 197

Hit Dice represent toughness and daily ability to recover from harm. When you take a Short Rest, you can spend Hit Dice to recover hit points. PHB 12

Armor Class indicates how difficult a creature is to hit due to armor, dodging and parrying skills, and other factors. Higher numbers are better. PHB 145

Damage Rolls determine how much damage an attack inflicts. Deadlier attacks use more or larger dice. Critical hits (20s) roll double dice. PHB 196

Healing is the recovery of *Hit Points* accomplished through rest, spells, or potions. PHB 197

Short Rest is an hour rest during which characters can heal using remaining *Hit Dice*. PHB 186

Long Rest Once per day, 8-hour rest when the character heals: all Hit Points restored, and ½ max number of Hit Dice are restored (minimum 1). PHB 186

Damage & Healing (cont)

Instant Death If a hit reduces a PC below 0 HP to -1 × max hit points, they suffer *instant death.* PHB 197

Death Saving Throw When a character starts a turn with 0 HP, they make an unmodified saving throw of DC 10. 3 fails before 3 successes is fatal, 3 successes renders them *Stable* at 0 HP. PHB 197

Temporary Hit Points are conferred by some abilities and magic, and are always lost first. PHB 198

Knockout When reducing a creature to 0 HP, a melee attacker may elect to render it *Unconscious* rather than kill it. PHB 198

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Actions in Combat

Move your *Speed,* in 1 or more segments
✚ 1 **Action** from the list below
✚ 1 minor **free action**: e.g., speak, open a door PHB 199
✚ 1 **Bonus Action**, if available
✚ 1 **Reaction**, triggered on another's turn

Move	a distance up to your Speed. PHB 181
✚	In addition to moving, perform one of the following **Actions:**
Cast	*Spell* with casting time of 1 round. PHB 192
Dash	your modified *Speed* to double your total distance moved. PHB 192

Actions in Combat (cont)

Disarm	by rolling attack vs. target's STR or DEX. 👎 if target has 2-hand grip. Larger combatant size gets 👍. DMG 271
Dis-engage	rom melee without inviting an *Attack of Opportunity.* PHB 192
Dodge	attacks for the turn. Attackers roll at 👎. Also gain 👍 to any DEX rolls for the turn. PHB 192
First Aid	*Stabilize* a 0 HP creature. PHB 197
Grap-ple	use an *Attack* to seize and control a creature. Roll STR vs. target's *Athletics* or *Acrobatics.* **Escape** by winning *Athletics* or *Acrobatics* contest vs. the grappler's STR. PHB 195
Help	an ally with an action or attack, granting them 👍 on their roll. PHB 192
Hide	by making a *Stealth* check. PHB 177
Ready	a specific action to execute when you perceive a stated *trigger.* PHB 193
Search	for an item. May require a *Perce-ption* or *Investigation* check. PHB 193

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Actions in Combat (cont)	
Shove	use an *Attack* to push creature 5 ft away or knock it *Prone.* PHB 195
Use	an item. May require a roll. PHB 193
+	After your *Action*, you may:
Move	additional distance, if you have remaining *Speed.* PHB 181
Bonus Action	Take one if available. PHB 189
Reaction	Taken instantly, even out of turn. Triggered by an event. PHB 190
Two-Weapon Fighting	With a *light* melee weapon in each hand, use a *Bonus Action* to hit with the second weapon. Bonuses do not apply, only penalties. PHB 195

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