Ability Scores

STR	**Strength** Your ability to apply force to your environment. Muscle.
DEX	**Dexterity** Your ability to maneuver through your environment. Agility.
CON	**Constitution** Your ability to withstand harm. Stamina.
INT	**Intelligence** Your ability to recall and analyze information. Intellect.
WIS	**Wisdom** Your ability to gather information about your surroundings. Insight.
CHA	**Charisma** 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.

Advantage and Disadvantage

Advantage use the higher of 2d20.

Disadvantage use the lower of 2d20.

The GM may grant **Advantage** or **Disadvantage** on a d20 roll to succeed or fail at an action. In this case, roll two d20.

House Rules

Critical Hit	If you roll a **20** on an **Attack,** inflict maximum damage, then **roll again** for additional damage.

Combat Attacks

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Target	Announce your target.
Roll	Roll d20.
Critical Rolls	A **1** on the d20 always fails. A **20** always succeeds.
Modify	Add your modifier **(STR or DEX)** and any **proficiency** bonus.
AC	If the result meets or exceeds your target's **Armor Class,** the attack will **hit.**
Damage	Roll the **damage** to your target using the weapon's damage dice.

Attacks made by casting spells use a similar process to determine whether they hit. The spellcaster rolls 1d20 + spellcasting modifier + proficiency. See spell descriptions for more information.

Dice
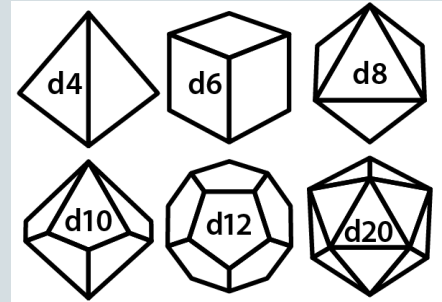
Rolls in D&D

Attack Roll
To attempt to hit an enemy with an attack, the player rolls a d20

Initiative Roll
At the beginning of combat, each character rolls to determine their turn order in the fight.

Ability Check
The GM may ask a player to roll to determine whether their character can accomplish a task.

Saving Throw
If a character is caught in a dangerous situation, the GM may require the player to roll to try to avoid damage.

Rolls of the **d20** determine **success or failure** in D&D. Characters with natural abilities, learned skills, or magical aids may have **modifiers** which increase their odds of success. Negative modifiers such as weaknesses, difficulties, or curses will decrease their chances.

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Hit Points, Armor, Damage

Hit Points show how healthy you are. At your maximum hit points, you are undamaged. As you suffer harm, hit points will be removed from your maximum until you heal.

Hit Dice represent your ability to recover from damage during a day's adventure. When you take a **short rest,** you can spend your **hit dice** to recover **hit points.**

Armor Class indicates how difficult you are to hit due to your armor, shields, dodging ability and other factors. Higher is better.

Short Rest is a period of an hour or more during a day when characters can heal, rest, or study spells.

Long Rest is an 8-hour rest during which the character can heal fully (all **HP** and **Hit Dice** are restored) and study spells, if applicable.

Actions During a Turn

Move	up to your **speed,** in one or more segments of motion.
✚ ⬇	*In addition to your movement, you can perform one of the following actions:*
Attack	one or more times depending on your abilities.

Actions During a Turn (cont)

Cast	a spell with a **casting time of 1 action.**
Dash	a distance equal to 2X your modified **speed.**
Dis-engage	from an enemy without inviting an **attack of opportunity.**
Dodge	attacks, causing the attacker(s) to roll at **disadvantage.** Also gain **advantage** to any **DEX** saving throws.
Help	an ally with an action or attack, granting them **advantage** on their roll to perform it.
Hide	by succeeding at a **Stealth** check.
Ready	an action to perform when you perceive a chosen "trigger."
Search	for an item. May require a **Perception** or **Investigation** check.
Use an Object	for some purpose. This may require making a roll.

During your turn, you can make one or more moves equaling a distance up to your **speed** and take an **action.**
You may also have special abilities that allow you take a **reaction** or a **bonus action.**