

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

Target Announce your target.

Roll Roll d20.

Critical Rolls A **1** on the d20 always fails. **A20** always succeeds.

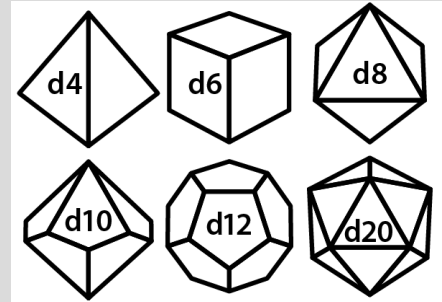
Modify Add your modifier (**STR** or **DEX**) and any **proficiency** bonus.

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.

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 **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**.



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