Ability/Skill Checks and Saving Throws

Roll: `d20 + ability modifier + proficiency bonus >= DC`

All checks have a Difficulty Class (DC) to beat. Checks will generally be requested by attribute, skill, or tool:
"Make a DC10 Intelligence check."
"Make a DC15 Slight of Hand check."
"Make a DC20 Thieves' Tool check."
"Make a DC15 Dexterity save."
All skills and tools have an explicit or implied related ability. That may change based on context.
Cooperation: A skill check can be made at advantage if another character with the skill assists.

Advantage/Disadvantage

Any check (skill, saving throw, tool, combat) can, in certain situations, be made at advantage or disadvantage:
Advantage: Roll 2d20 and pick the higher number.
Disadvantage: Roll 2d20 and pick the lower number.

Resting

Short Rest: at least 1 hour
Spend x Hit Dice (HD) to heal. Roll the HD + CON modifier and add to your current HP total.
Long Rest: at least 8 hours
Regain all HP.
Regain level/2 HD.
Different classes have different abilities that are regained during short or long rests.

Combat Actions

Each turn you get 1 move and 1 other action.
You may take up to 1 bonus action if you have an ability that specifies the context of a bonus action.
In some situations you may also get up to 1 reactions based on context of abilities.
-**Attack:** see below
-**Cast a Spell:** Note that some spells can be cast as bonus actions or reactions.
-**Dash:** Take a second move.
-**Disengage:** Keeps opponents from taking an opportunity attack if you move away/past them.
-**Dodge:** Until next turn all attacks against you are at disadvantage if you can see them and make a DEX save at advantage.
-**Help:** Assist someone with a skill or attack, granting them advantage if they roll before your next turn.
-**Hide:** Make a DEX(Stealth) check to hide.
-**Ready:** State an action and a situation that will cause you to trigger that action. If the trigger occurs you may take the action as a reaction.
-**Search:** Look for stuff.
-**Use an Object**

Attacks

Attacks are made like an ability check where th target's Armor Class (AC):
Roll: `d20 + ability modifier + profi >= AC`
Use STR for melee weapons and thrown weap
Use DEX for missile weapons and finesse wea
Apply proficiency if you are proficient with the are using.
When reducing an opponent to 0 HP with a me choose to render them unconscious rather tha
20 always hits. 1 always misses.

Damage, Death, Healing

When HP = 0 you are unconscious until you get to 1HP.
If you start your turn with 0 HP you must make a Death Save:
Roll: d20 >= 10
At 3 successes you are stable.
At 3 failures you are dead.
A 1 counts as 2 failures.
A 20 counts as 2 successes.
Any damage taken after you reach 0 HP counts as a death save failure.



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