

### Basic Mechanics

Ability Check  $d20 + \text{Ability Modifier} + \text{Proficiency}$

Advantage Roll 2d20, take better roll

Armor Class  $10 (\text{Or Armor}) + \text{Dex modifier} (+2 \text{ for shield})$

Contest Both parties roll, higher wins. Ties leave situation unchanged.

Disadvantage Roll 2d20, take worse roll.

Fractions Round down unless otherwise indicated

Group Check If half the group beats DC, success.

Initiative  $d20 + \text{Dex modifier}$

Inspiration Advantage for 1 roll, may be gifted.

Saving Throw  $d20 + \text{Ability modifier} (+ \text{proficiency})$

### Battle Mechanics

Weapon Attack  $d20 + \text{Modifier} + \text{Proficiency}$

Modifier is STR for Melee or Thrown Modifier is DEX if Missile or Finesse

Weapon Damage Weapons Dice + Attack Modifier

Spells Spell will say to roll Spell Attack (Caster) or make Spell Save (Target)

Spell Damage Follow Spell directions for counting Damage

Spell Attack Modifier Class Modifier + Proficiency Bonus

Spell Save DC  $8 + \text{Class Modifier} + \text{Proficiency Bonus}$

Critical Hit Always hits, double Damage before adding Modifiers

Critical Miss Always misses, an have consequences



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