

D20 TESTS

d20 + Ability mod [+ Proficiency bonus + modifiers] must equal or exceed Difficulty Class (DC)

D20 TESTS (cont)

Ability Check: $d20 + \text{Ability} \geq \text{DC}$. If related to skill with Proficiency, $d20 + \text{Ability} + \text{Proficiency} \geq \text{DC}$



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D20 TESTS (cont)

Saving Throws: $d20 + \text{Ability} \geq \text{DC}$. If proficient in save: $d20 + \text{Ability} + \text{Proficiency} \geq \text{DC}$



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D20 TESTS (cont)

Heroic Inspiration: Re-roll one die, result must be used. Only one HI at a time, can give to others

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ATTACKS

Attacks: $d20 + \text{Ability} + \text{Proficiency} \geq \text{target AC}$

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ATTACKS (cont)

Ranged Attacks: Up to short range → normal attack.

Up to long range → Disadvantage on attack.

If an enemy is within 5 ft of you → Disadvantage on your ranged attacks.

ATTACKS (cont)

Cover: Half Cover: +2 AC, +2 on DEX saves.

¾ Cover: +5 AC, +5 on DEX saves.

Total Cover: Can only be targeted by area effects.

ATTACKS (cont)

Damage Roll: Weapon damage dice + Ability mod (same as for attack) + modifiers



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ATTACKS (cont)

Critical Hit: Flat extra full damage dice, then roll and add mods as normal

MOVEMENT

Move: You can move your Speed in ft. Can be broken up in any way before/after actions. Dash action → additional movement equal to Speed

MOVEMENT (cont)

Can **pass through space** of an ally, incapacitated creature, tiny creature, or 2 sizes larger/smaller



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MOVEMENT (cont)

Other movements:

Climb: 1 ft costs +1 ft (normal with Climb Speed)

Crawl: 1 ft costs +1 ft

Difficult Terrain: 1 ft costs +1 ft

Drop prone: no movement cost

Move while grappling: 1 ft costs +1 ft

High jump: height = (3 + STR mod) ft if ≥ 10 ft running start, ½ from standing. 1 ft costs 1 ft

Long jump: length = (STR score) ft if ≥ 10 ft running start, ½ from standing. 1 ft costs 1 ft

Stand up: costs half your Speed

Swim: 1 ft costs +1 ft (normal with Swim Speed)

MOVEMENT (cont)

Opportunity Attacks: When enemy leaves reach, take Reaction for one melee/unarmed attack. Not during Disengage action, teleport, or when moving without using movement (e.g. thrown, falling, explosion)

SKILLS

For Ability checks using Skills you are proficient in → add Proficiency mod to roll



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SKILLS (cont)

Acrobatics: DEX Keep balance; dodge trap; traverse difficult surface; juggle; swing on chandelier

Animal Handling: WIS Control mount; calm pet; train companion; understand animal intentions

Arcana: INT Recall lore about spells; magic items; magical traditions; monsters; planes of existence

Athletics: STR Lift portcullis; climb cliff; break bonds; jump chasm; carry ally; swim through rapids

Deception: CHA Mislead guard; sell fake wares; use disguise; impersonate official; false flattery

History: INT Recall lore about historical events; people; nations; conflicts; cultures; lost civilizations

Insight: WIS Discern true intentions; recognize mind control; detect lies; assess trustworthiness

Intimidation: CHA Command loyalty; scare off beast; interrogate prisoner; demoralize enemies

Investigation: INT Find secret door; search archive; identify forgery; break code; analyze crime scene

Medicine: WIS Stabilize dying ally; perform surgery; diagnose illness; treat poison; identify cause of death

Nature: INT Recall lore about terrain; plants; animals; weather; natural phenomena; seasons

Perception: WIS Eavesdrop; spot hidden monster; recognize ambush; detect trap; notice secret symbol

Performance: CHA Play instrument; entertain crowd; impress noble; dance; act out story; rally allies

Persuasion: CHA Recruit help; get information; justify actions; calm fears; negotiate peace; convince judge

Religion: INT Recall lore about deities; prayers and rituals; holy symbols; religious orders and cults

Sleight of Hand: DEX Pick pocket; unlock shackles; cheat at games; conceal an object; plant evidence

Stealth: DEX Move silently; hide in shadow; blend into crowd; tail a target; set up ambush; shake pursuers

Survival: WIS Avoid natural hazards; follow tracks; identify lair; forage; predict weather; hunt game



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