

Dice



Ability Scores

Strength (STR)	muscles, used to hit with melee weapons, and shoving people around
Dexterity (DEX)	Agile, used for ranged/finesse weapons, avoiding being hit, and being sneaky
Constitution (CON)	Toughness, determines your hp and helps withstand poison
Intelligence (INT)	book knowledge, helpful to recall lore, analyze information, and some spellcasting
Wisdom (WIS)	practical knowledge, used for survival, handling and some spellcasting
Charisma (CHA)	charismatic, ability to influence others state of mind, and some spellcasting

Action in Combat

Action	This is your "main" action. This can be used to attack, cast spells (with 1 action cast time), dash, disengage, ready action, and some others.
Bonus action	This is a shorter action, that you will gain from your class
movement	You can move up to your full movement speed once per turn, you can split this up however you want
object interaction	Once per turn, you can open a door, equip a weapon, pick up an object etc.

Action in Combat (cont)

reaction	This happens on others turn, if someone walks away from melee with you, you get an attack of opportunity (AoO), or this is used on ready action, or class features
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Actions

Attack	Attack with a weapon one or more times (depends on class and level)
Cast	a spell with a casting time of 1 action
Dash	Move up to your movement speed again
Disengage	move away from enemies without them getting an attack of opportunity
Hide	roll a stealth check to hide
Ready	Prepare to use an action when something specific happens outside of your turn
Use an object	Using a scroll, giving a potion to someone, or some other magic item
First aid	Roll a medicine check to stabilize a dying character

Coins

pp	platinum piece (worth 10 gp)
gp	gold piece
ep	Something made by the devil
sp	silver piece (1/10 gp)
cp	copper piece (1/100 gp)

Dictionary

AC	Armor Class (how difficult you are to hit)
DC	Difficulty class (how difficult a 'challenge' is)
DM	Dungeon Master

Dictionary (cont)

NPC	Non-player character (the characters played by the DM that you encounter)
PC	Player character (that's your characters)
TPK	Total party kill (when the whole part dies, try to avoid this)
Crit	When you roll the highest or lowest on a d20
AoO	Attack of opportunity (I rarely see this abbreviation)
Dice jail	Where bad dice go feel shame for rolling so low
Modifiers	The bonus or drawback you add to your roll
Advantage	roll 2d20 and take the highest result
Disadvantage	roll 2d20 and take the lowest result
AoE	Area of Effect (typically the area of a spell effects)
Combat round	This is a round of combat where everyone has taken their turn once (this is 6 seconds)
Concentration	If you're attacked while concentrating on a spell, you have to roll a saving throw to focus
Components	What your spell require. verbal (V), somatic (S), and/or material (M)
Spell slots	This is how many spells you can cast of each level
BBEG	Big bad evil guy (the boss enemy)
PHB	Player's handbook