

### Dice



CHOOSE YOUR WEAPON

### Ability Scores

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

### Action in Combat

<b>Action</b>	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.
<b>Bonus action</b>	This is a shorter action, that you will gain from your class
<b>movement</b>	You can move up to your full movement speed once per turn, you can split this up however you want
<b>object interaction</b>	Once per turn, you can open a door, equip a weapon, pick up an object etc.

### Action in Combat (cont)

<b>reaction</b>	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

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

### Coins

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

### Dictionary

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

### Dictionary (cont)

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