| 4 | 6 | 8 |
| 10 | 12 | 20 |

D20 Rolls

Rolls of the 20-sided die determine success or failure. Characters with natural abilities, talents, or magical aids have *modifiers* which increase the odds of success. Negative *modifiers* like weaknesses, difficulties, or curses decrease the chances.

Initiative Roll At the beginning of combat, each character rolls a d20 to determine their turn order in the fight. Add DEX. PHB 189

Attack Melee, ranged, and spell attacks rely on a d20 roll. See "Attack" this page for details.

Ability Check (Skill Check) The GM may ask a player to roll to determine whether their character can accomplish a task. Add relevant *Ability* and P*roficiency modifiers*. PHB 173

Saving Throw (Save) In a dangerous situation, the GM may require the player to roll a d20 to try to avoid damage. Add relevant *modifiers*. PHB 179

Ⓐ Advantage & Disadvantage Ⓓ

Circumstances, skills, or the DM's ruling may grant *Advantage* Ⓐ or *Disadvantage* Ⓓ on a d20 roll. In this case, roll *two* d20 and use the higher or lower result as appropriate. PHB 173

Inspiration

Awarded by the GM, *Inspiration* allows a player to confer Ⓐ on a d20 roll of their choice, including another player's. PHB 125

Rolling & Modifying

The number on the face of the die is the "natural" result to which modifiers are applied. For clarity, report the result as "16 plus 3 is 19" or as "modified 19" so the table knows you've included the modifiers. If you roll a natural 1 or 20 during an attack, announce this "critical" miss or hit. PHB 7

Combat Rounds

Battles and other time-sensitive activities occur in *Rounds*. A *Round* represents 6 seconds of game time. During a *Round*, each combatant gets a *Turn* to move and act. Each *Round's Turns* occur simultaneously in the game world, but are resolved in *Initiative Order* by the players. PHB 189

Surprise	*Surprised* combatants cannot act in the first round of combat. PHB 189
Initiative	Combatants roll a d20 DEX check to determine order of turns in a round. Add relevant modifier(s). PHB 189

Round Begins	
Turns	All combatants take their turns in initiative order. PHB 189
Repeat	Repeat rounds until victory, defeat, parley or retreat.

Attack

Target	Identify your target to the table.
Attack	Roll a d20. During an *Attack* roll, *1 always fails*, and *20 always succeeds.*
Modify	Add your *modifiers.* PHB 194
Armor Class	If the modified result is ≥ target's *Armor Class* (AC), the attack hits the target.
Damage	Roll *Damage Dice* and add modifiers. The target's *HP* are reduced, factoring resistances and vulnerabilities.
Spell Attack	Many spells count as attacks. The caster rolls d20 + Spellcasting Ability Modifier + Proficiency Bonus to hit vs *AC*. PHB 205
Ranged Attack	E.g., **Longbow Range 150/600**: PHB 195 ➤ 0-150 ft *Roll as normal.* ➤ 151-600 ft roll with Ⓓ ➤ 601 ft + *Beyond reach of longbow.* *(If a foe is within 5 ft, roll with Ⓓ)*

Protective Cover	
½ Cover	Grants +2 to AC and DEX saves
¾ Cover	Grants +5 to AC and DEX saves
Full Cover	Cannot be directly targeted, but might be hit by *Area of Effect.* PHB 196

Improvised Weapons	

Do 1d4 damage, range 20/60. If an improvised weapon resembles an actual weapon, the GM may rule it can be treated as such, including bonuses.

Damage & Healing

Hit Points The relative threat of imminent death or incapacity to a creature. PHB 196 At zero HP a *character* is unconscious. PHB 197

Hit Dice represent toughness and daily ability to recover from harm. When you take a *Short Rest,* you can spend *Hit Dice* to recover hit points. PHB 12

Armor Class indicates how difficult a creature is to hit due to armor, dodging and parrying skills, and other factors. Higher numbers are better. PHB 145

Damage Rolls determine how much damage an attack inflicts. More-deadly attacks use more or larger dice. Critical hits (20s) roll double dice. PHB 196

Healing is the recovery of *Hit Points* accomplished through rest, spells, or potions. PHB 197

Short Rest is an hour rest during which characters can heal by applying remaining *Hit Dice*. PHB 186

Long Rest Once per day, 8-hour rest when the character *heals:* all *Hit Points* restored, and ½ max number of *Hit Dice* are restored (minimum 1). PHB 186

Instant Death If a hit reduces a PC below 0 HP to -1 × max hit points, they suffer instant death. PHB 197

Death Saving Throw When a character starts a turn with 0 HP, they make an unmodified saving throw of DC 10. 3 fails before 3 successes is fatal, 3 successes renders them *Stable* at 0 HP. PHB 197

Temporary Hit Points are conferred by some abilities and magic, and are always lost first. PHB 198

Knockout When reducing a creature to 0 HP, a melee attacker may elect to render it *Unconscious* rather than kill it. PHB 198

Actions in Combat

Move your *Speed*, in 1 or more segments
1 **Action** from the list below
1 minor **free action**: e.g., speak, open a door PHB 199
1 **Bonus Action,** if available to you
1 **Reaction,** triggered on another's turn

Move	a distance up to your *Speed*. PHB 181
+	*In addition to moving, perform one of the following* **Actions:**
Attack	one or more times depending on your abilities. (Melee, ranged, or spell attack) PHB 192
Cast	*Spell* with casting time of 1 round. PHB 192
Dash	your modified *Speed* to double your total distance moved. PHB 192
Disarm (uses Attack)	roll attack vs. *AorA*. Ⓓ if target has 2-hand grip. Larger combatant size gets Ⓐ. DMG 271
Disengage	from melee without inviting an *Attack of Opportunity*. PHB 192
Dodge	attacks for the turn. Attackers roll at Ⓓ. Also gain Ⓐ to any DEX rolls for the turn. PHB 192
First Aid	Stabilize a 0 HP creature. PHB 197
Grapple (uses Attack)	Seize a creature. Roll *Athletics* vs. target's *AorA*. **To Escape:** win *AorA* contest vs. grappler's *Athletics*. PHB 195
Help	an ally with an action or attack, granting them Ⓐ on a roll. PHB 192
Hide	by making a *Stealth* check. PHB 177
Ready	a specific action to execute when you perceive a stated 'trigger.' PHB 193
Search	for an item. May require a *Perception* or *Investigation* check. PHB 193
Shove (uses Attack)	*Athletics* vs. *AorA* to push creature 5 ft away or knock *Prone*. PHB 195
Use	an item for some purpose. This may require a roll. PHB 193
Optional Move Rules	Climb Bigger Creature, Disarm, Mark, Overrun, Shove Aside, Tumble DMG 271
*AorA	Roller's choice: *Athletics* or *Acrobatics*.
+	*In addition to your* **Action,** *you may:*
Move	additional distance, if you have remaining *Speed*. PHB 181
Bonus Action	Take one if available. PHB 189
Reaction	Taken instantly, even out of turn. Triggered by an event. PHB 190
Two-Weapon Fighting	With a *light* melee weapon in each hand, use *Bonus Action* to attack with 2nd weapon. No ability mod bonus to 2nd weapon **damage**. PHB 195

Concentration

Some spells require *Concentration* to maintain effect. If the caster takes *Damage* during concentration, they must make a *Saving Throw* (DC 10 or half the damage, whichever is higher) in order to maintain the spell. PHB 203

Damage Types

Acid Corrosive compounds.
Bludgeoning Blunt force.
Cold Ice or magical chill.
Fire Intense heat.
Force Magical wallop.
Lightning Electrical shock.
Necrotic Withering curse.
Piercing Puncture wounds.
Poison Toxins and venom.
Psychic Mental anguish.
Radiant Divine light.
Slashing Cutting wounds.
Thunder Concussive impact.

Immunity: No damage
Resistance: ½ damage
Vulnerability: 2 × damage PHB 197

Glossary

Ability Check	(also *Skill Check*) d20 roll to attempt a challenging action.
AC	*Armor Class*
Advantage	(A) Take higher number of 2d20
Area of Effect	The volume targeted by a spell.
Critical (Crit)	Fail (1) or Hit (20) on an attack roll
d20	Roll of a die. 2d8 means, "the total from rolling two 8-sided dice."
Damage	Reduction in *Hit Points*.
DC	*Difficulty Class*. The number a d20 roll must meet for success at a given challenge.
Disadvantage	(D) Take lower number of 2d20
DM/GM	*Dungeon Master/Game Master*
DMG	*Dungeon Master's Guide*
Healing	Restoring *Hit Points*.
HP	*Hit Points:* remaining toughness
Initiative Order	The order in which characters' turns are taken during a *round.*
Initiative Roll	A d20+DEX roll to determine the order of combat.
Melee Attack	Striking an enemy within reach, usually 5 feet.
MM	*Monster Manual*
Modifier	Added to d20 rolls to account for abilities, proficiencies, or penalties.
NPC	*Non-Player Character*
PC	*Player Character*
PHB	*Player's Handbook*
Proficiency	Additional bonus to a weapon or skill from experience or training.
Ranged Attack	Striking an enemy at a distance with a weapon or spell.
Round	6 seconds of game time. Consists of a *Turn* for all combatants.
Saving Throw	d20 roll to avoid unforeseen harm or certain magical attacks.
STR DEX CON INT WIS CHA	*Ability modifiers.* May be added to d20 rolls for *Ability Checks.*
Speed	Walking speed. The distance in feet a creature moves in a *Turn.*
Spell Attack	Using magic to deal damage to an enemy adjacent or at range.
Turn	A creature's opportunity to move and act during a *Round.*

Money & Expenses

Coins		Lifestyle	Cost/Day
copper	0.01 gp	Wretched	—
		Squalid	1 sp
silver	0.1 gp	Poor	2 sp
		Modest	1 gp
gold	1 gp	Comfortable	2 gp
		Wealthy	4 gp
platinum	10 gp	Aristocratic	10 gp +

A character needs 1 lb of food and 1 gallon of water per day, or they will begin to suffer *Exhaustion.* PHB 185

Conditions

Spells, traps, and monster attacks may effect creatures beyond mere damage. These ongoing effects are called *Conditions.* PHB 290

Blinded Creature cannot see. Attacks against gain (A) and the creature's own attacks have (D).

Charmed Creature cannot harm the charmer. The charmer has (A) on any interaction with the creature.

Deafened Unable to hear, the creature fails any hearing check.

Frightened The creature has (D) on ability and attack rolls while source is visible, and won't willingly move closer.

Grappled Creature's speed becomes 0 until condition ends. PHB 195

Incapacitated Creature cannot *act* or *react.*

Invisible The creature cannot be seen without magical senses. The creature's attacks have (A) and attacks against have (D).

Paralyzed Creature is *Incapacitated.* It cannot move or speak. Fails all STR and DEX rolls. Attacks against creature have (A). Attackers within 5 feet who hit automatically land a critical hit.

Petrified The creature's weight increases 10X. Creature is *Incapacitated.* Automatically fails STR and DEX rolls. Attacks against creature have (A). Creature has resistance to all damage. Aging, poison and disease are suspended.

Poisoned The creature has (D) on attack and ability rolls.

Prone The creature must crawl to move at 2 feet per foot or use ½ of *Speed* to stand. Creature has (D) on attack rolls. Attackers within 5 feet have (A), others have (D).

Restrained The creature's speed is 0. Its attacks have (D) and attacks against it have (A).

Stunned The creature is *Incapacitated,* can't move, and speech is faltering. Fails all STR and DEX rolls. Attacks on it have (A).

Unconscious The creature is *Incapacitated,* drops what it's holding and falls *prone.* Fails all STR and DEX rolls. Attacks on it have (A). Attackers within 5 feet who hit get a critical hit.
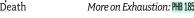
Other Conditions

Suffocation A creature can hold its breath for 1+CON minutes (30 sec min). Once out of breath, it survives for 1+CON rounds before it drops to 0 HP.

Exhaustion has six levels with cumulative effects:
1 (D) on all Ability Checks
2 Speed reduced to half
3 (D) on Saving Throws and Attack rolls
4 Hit point maximum halved
5 Speed reduced to 0
6 Death   *More on Exhaustion:* PHB 185

Spell Components

(V) Verbal Caster must be able to speak.

(S) Somatic Caster must be able to move a hand.

(M) Material PHB 203 Caster must possess materials, or can use *Focus* if components are 0 gp and not consumed in casting.

Ability Scores

These numbers represent your base abilities. 10 is "average." They are seldom used directly. Instead, they determine *Modifiers* (+ or -) you apply to your rolls. The abbreviations refer to these *Modifiers.* PHB 173

STR	**Strength** Ability to apply force to your environment. Muscle.
DEX	**Dexterity** Gross and fine motor skills. Agility.
CON	**Constitution** Ability to overcome harm & debility. Stamina.
INT	**Intelligence** Ability to recall and analyze information. Intellect.
WIS	**Wisdom** Awareness of your surroundings. Insight.
CHA	**Charisma** Influence over others and your own state of mind. Authority.

Movement & Strength

Speed	You can walk your *Speed* in feet per turn, or *Dash* to move 2×*Speed* (uses action).
Jump, Long	Running: *Strength* feet. Standing: *Strength* feet ÷2
Jump, High	STR mod+3 feet with a 10 foot run up; half that flatfooted

Jump calculator: bit.ly/5e-jump

Reach	1.5 × Height
Carry	*Strength* × 15 pounds
Push/Drag/Lift	*Strength* × 30 pounds

Movement Hazards

Opportunity Attack PHB 195	Creatures may move freely past allies, but moving past or away from an enemy may trigger an Opportunity Attack.
Falling PHB 183	1d6 bludgeoning damage per 10 feet fallen, max 20d6.
Difficult Terrain PHB 190	Requires one extra foot of movement per foot moved.
Squeezing PHB 192	Move through spaces for one size lower. Costs one extra foot per foot moved.

Light & Vision

Bright	See normally
Lightly Obscured	Dim light or light fog. Sight checks have (D).
Heavily Obscured	Darkness of night or heavy fog. Creatures are effectively *Blinded.*
Darkvision	See in Darkness as Dim Light (grays).
Truesight	Reveals mundane & magical darkness, illusions, invisibility, & Ethereal Plane.
Blindsight	Sense surroundings without vision.
Tremorsense	Sense origins of surface vibrations.

More on Light at PHB 183

Attacks against an unseen target are made at (D). Attacking a target who can't see you grants (A).

we·win·the·game·when·we·tell·a·good·story