

Ability Scores

STR	Strength. Your ability to apply force to your environment. Muscle.
DEX	Dexterity. Your ability to maneuver through your environment. Agility.
INT	Intelligence. Your ability to recall and analyze information. Intellect.
WIS	Wisdom. Your ability to gather information about your surroundings. Insight.
CHA	Charisma. Your ability to influence others and your own state of mind. Leadership.

Ability Scores are the numbers which determine your base abilities. They are seldom used directly. Instead, they determine the **Ability Modifiers** (pluses and minuses) you apply to your dice rolls.

Species, Classes & Levels

The **Species** of a character could be human, elf, dwarf, tiefling or other species. Each species have different advantages and disadvantages.

The **Class** of a character could be fighter, barbarian, wizard, cleric, rogue or other classes. Each class gives the character different abilities which would affect how you play your character.

A characters **Level** is a general definition of their overall experience. Characters typically start at level 1 where they are relatively weak and inexperienced. As they progress in the adventure, they may go up in level where they can increase the bonuses of their character and even multi-class to become a multi-use character. In some games, the DM starts the characters at higher levels.

Hit Points & Hit Dice

Hit Points (HP) is a representation of your overall health. As you get wounded, you take damage which reduces your Hit Points. You can also be healed which increases your Hit Points.

Hit Point Maximum is the most HP you can have. This Hit Point Maximum goes up as your character gains experience and increases their **Level**.

If your character's HP is reduced to zero or less, your HP becomes zero and you are unconscious and dying. On your following turns, if you are not healed which also brings you back to consciousness, you will need to roll **Death Saving Throws** to see if you live or die.

Hit Dice are type of dice determined by your Class. You gain additional hit dice as you Level Up and you can spend your hit dice on a Short Rest to heal and increase your Hit Points. For example, a Wizard might have 3d6 hit dice. On a short rest, they can choose to spend 1 to 3 of those hit dice to heal. The player chooses 2d6 hit dice to heal that amount plus their **CON Ability Modifier**. A Barbarian might have 3d12 hit dice so they can heal far more hit points on a short rest.

Armour Class & Speed

Armour Class (AC) is a character's ability to avoid being hit and taking damage. Your AC can be increased by being dexterous (avoiding getting hit) or by wearing heavier armour that absorbs damage. You are hit when another creature attacks you and rolls a **To Hit** score that is equal or higher than your AC value.

Speed is a your movement speed when walking denoted in feet. It lets you know how far you can move your character on your turn when walking. If you take a **Dash** action, you double your walking movement speed. Some species have different speeds. **Difficult Terrain** requires 2 feet of movement to move 1 foot. **Climbing** and **Swimming** is considered Difficult Terrain unless the creature has a Climbing or Swimming Speed.

Proficiency Bonus

Proficiency Bonus is a bonus you can add to your d20 rolls if you are proficient in what you are doing. For example, if you are proficient in the weapon you are using, you add your proficiency bonus to your **To Hit** roll when attacking another creature. If you are proficient in other skills such as Athletics, History or Stealth for example, you can add your proficiency bonus when doing that **Skill Check**.

Combat

Initiative is the number a creature has in combat. The creature with the highest initiative number goes first and goes down the list to the lowest initiative number in the turn order. Each player takes a **Turn**, and when all the players in the initiative order have gone, that is considered a **Round**. When combat begins, the DM will ask everyone to roll initiative. Each creature in combat will roll a d20 and add their initiative modifier to get find their position in the initiative order.

A **Turn** in combat is considered to last 6 seconds in the real world. On a turn, the player can take one **Action**, one **Bonus Action** (if available), and **Movement**. An action could be an attack, casting a spell or something else like the **Disengage** action, **Help** action or the **Dash** action. The character can move their character across the battlefield up to their **Speed** value. If they took the **Dash** action, they can move up to double their **Speed** value. You can split your movement up during your turn.

The DM may decide that certain creatures or characters may get be **Surprised** when combat starts if the aggressors were stealthy or for some other reasons. Any creatures that are surprised can't move or take an action on the first round of combat. A surprised creature can take a **Reaction** in the first round only after their turn has ended in the turn order. Any attacks against a surprised creature is done so with **Advantage**.

Creatures may take a **Reaction** under certain conditions such as a hostile creature moves away out of their reach allowing the creature to make an **Attack of Opportunity (AOP)**. An Attack of Opportunity is essentially a free Melee only attack (no spells). Some classes gain abilities to do other things using their Reaction.

Attacking Other Creatures

Attacking other creatures can be done in Melee range (up close) or Ranged (further away). The weapon or spell you are using tells you its range.

To Hit is a d20 roll you do when attacking a creature. You can add any special bonuses from your ability bonuses, proficiency bonus if you are proficient in that weapon, and any other bonuses that might apply such as magical bonuses the weapon has. If the total of your d20 roll plus various bonuses is equal to or greater than the target creature's Armour Class (AC), you hit the creature. **Spell attacks** add the character's **Spellcasting Modifier** plus their proficiency bonus to the d20 To Hit roll to see if their spell hits the target.

Saving Throws are another type of attack (usually with magical spells or weapons) where the target rolls a **STR, DEX, INT, WIS, or CHA** saving throw to see if they meet or beat the known **Difficulty Class (DC)** of the spell. The target rolls a d20 dice and adds their applicable saving throw modifier.

Advantage, Disadvantage, Flanking & Heroic Inspiration

Advantage. Roll 2d20 dice and use the higher number.

Disadvantage. Roll 2d20 dice and use the lower number.

The **Dungeon Master (DM)** may grant **Advantage** or **Disadvantage** on any d20 roll based on the situation.

A creature is **Flanked** if two hostile creatures are on complete opposite sides of a target. Any creatures performing a melee attack on a Flanked creature have advantage to hit.

Heroic Inspiration is sometimes granted by the DM to a player if they do something cool or perform some amazing roleplay. A player can spend that inspiration to re-roll any d20 roll and must use the new roll. Inspiration can be given to another character who you can see or hear you.

Critical Hit & Critical Fail

When attacking with a d20 roll, a natural 20 on the dice is a **Critical Hit** and a natural 1 on the dice is a **Critical Fail**.

Critical Hit. Always hits. Double the amount of damage dice and then add any modifiers only once.

Critical Fail. Always misses and the DM may make you fumble and drop your weapon or some other failure.

Cover

Half Cover. +2 bonus to AC and DEX saving throws

Three-Quarters Cover. +5 bonus to AC and DEX saving throws

Total Cover. Can't be targeted directly

Skill Checks & Difficulty Class (DC)

Skills Checks can happen in combat or out of combat where the DM will ask that a character do a skill check. This could be for example, a Animal Handling check if you are trying to ride a nervous horse, an Insight check if you are trying to see if this shop owner lying to you, a Stealth check to see if you can move without being detected, and any other check the DM may ask you to do. For a skill check, you roll a d20 and add your skill modifiers. Some skills you might be **Proficient** in and you get to also add your proficiency bonus. Some skills you might have **Expertise** in and you get add your proficiency bonus twice. If you meet or beat the Difficulty Class (DC) the DM has made, you succeed. If you are lower than the DC, you fail.

Difficulty Class (DC) is a number that is known or made up by the DM. A character must meet or beat a DC with a d20 roll plus applicable bonuses to succeed. If the d20 roll plus bonuses is less than the DC value, the character fails. Below are the general ratings of various DCs:

Very easy	DC 5
Easy	DC 8
Medium	DC 10
Tricky	DC 12
Hard	DC 15
Very hard	DC 20
Incredibly hard	DC 25
Nearly impossible	DC 30

Level Up, Ability Score Increases & Feats

A **Level Up** is an exciting time for a character. You roll to increase your **Hit Point Maximum** and at certain levels, you may gain additional unique skills, access to more powerful spells or increases you can apply to your **Ability Scores** all of which makes your character more powerful. You can continue leveling up using your original character's Class or you can pick a new Class to give you different abilities from both classes. For example, you could be a Level 5 Fighter and when you level up, you choose to add a Level 1 Rogue to your character getting the benefits of both classes. It's a balancing act on how you want to play your character because not choosing a level in Rogue and being a pure Level 6 Fighter instead also gives you powerful abilities.

Ability Score Increases (ASI) happens at certain levels where you have two ASI points you can add to either one **Ability Score** or one ASI point to two **Ability Scores**. Increasing your ability scores can increase your ability to hit other creatures, dodge attacks by giving you a higher AC or have higher bonuses to certain skill checks.

Feats are special abilities you can choose from the D&D Players Handbook instead of taking an Ability Score Increase. The large list of feats can give your character special abilities that can make them very unique and specialized.

Resting & Death Saving Throws

Long Rest is 8 hours of downtime with a minimum of 6 hours of sleep. You gain all your **HP** back, all your **Ability Scores** are restored, **Exhaustion** is reduced by 1, all your **Spell Slots** are restored, and **Special Features** may recharge

Short Rest is downtime for 1 hour. You gain back some abilities and can spend **Hit Dice** to heal.

Death Saving Throws are rolled when you are dying. Three successful DC10 1d20 death saving throw rolls means you are stable at 0 HP but still unconscious. Three failed DC10 1d20 death saving throw rolls means you die. A natural 1 is two failed death saves. A natural 20 means you wake up with 1 HP.

Miscellaneous

Area of Effect. Many spells and other features have an area of effect which typically has one of six shapes. These shapes are Cone, Cube, Cylinder, Emanation (extends in straight lines from a creature or an object in all directions), Line, Sphere. An Area of Effect has a point of origin (which must be visible from the creator) and a location from which the effect's energy erupts. To block a line, an obstruction must provide Total Cover.

Attunement. Some magic items require a creature to form a bond - called Attunement - with them before the creature can use an item's magical properties. A creature can have Attunement with no more than three magic items. An item can be attuned to over a Short Rest.

Blindsight. Some creatures have Blindsight which allows you to see within a specific range without relying on physical sight. Within that range, you can see anything that isn't behind Total Cover even if you have the Blinded condition or are in Darkness or if a creature within range has the Invisible condition.

Bloodied. A creature is Bloodied while it has half of its Hit Points or fewer remaining.

Burning. A burning creature takes 1d4 Fire damage at the start of each of its turns. As an action, you can extinguish fire on yourself by giving yourself the Prone condition and rolling on the ground. The fire also goes out if it is doused, submerged, or suffocated.

Burrow Speed. A creature that has a Burrow Speed can use that speed to move through sand, earth, mud, or ice. The creature can't burrow through solid rock unless it has a trait that allows it to do so.

Miscellaneous

Damage Types

Acid. Corrosive liquids, digestive enzymes
Bludgeoning. Blunt objects, constriction, falling
Cold. Freezing water, icy blasts
Fire. Flames, unbearable heat
Force. Pure magical energy
Lightning. Electricity
Necrotic. Life-draining energy
Piercing. Fangs, puncturing objects
Poison. Toxic gas, venom
Psychic. Mind-rending energy
Radiant. Holy energy, searing radiation
Slashing. Claws, cutting objects
Thunder. Concussive sound

Some creatures, traits, and magical items can give resistance (half damage) or immunity (no damage) from certain types of damage. Other creatures are vulnerable (double damage) to certain types of damage. Some creatures are resistant or immune unless the damage is magical in nature.

Darkvision. You can see in Dim Light within a specified range as if it were Bright Light and in Darkness within that range as if it were Dim Light. You discern colours in that Darkness only as shades of gray.

Falling. A creature takes 1d6 Bludgeoning damage at the end of a fall for every 10 feet it fell, to a maximum of 20d6. When the creature lands, it has the Prone condition unless it avoids taking any damage from the fall.

Flying. Some creatures or effects allow them to fly. You fall if you have the Incapacitated or Prone condition or your fly speed is reduced to 0. You can stay aloft in those circumstances if you can **Hover**.

Jumping Horizontal. You can horizontally jump a number of feet equal to your STR score if you move at least 10 feet on foot immediately before the jump. A standing horizontal jump is only half that distance. Each foot jumped costs you a foot of movement. Landing in Difficult Terrain requires a successful DC 10 Acrobatics check or you land Prone.

Jumping Vertical. You can jump into the air a number of feet equal to 3 plus your STR modifier (minimum of 0 feet) if you move at least 10 feet on foot immediately before the jump. When you make a standing vertical jump, you can only jump half that distance. Each foot jumped costs you a foot of movement.

Ritual Casting. If you have a spell prepared that has the Ritual tag, you can cast that spell by taking 10 extra minutes to cast than normal. A Ritual casting does not expend a spell slot and cannot be cast at a higher level.

Spell Slots. The number of spells a magic user can cast for that level of spell before completing a Long Rest. **Cantrip Spells** are low level spells that do not consume spell slots.

Tremorsense. You can pinpoint the location of creatures and moving objects if connected to the same surface structure (such as the ground or a wall). It cannot detect creatures in the air.

Truesight. You can see in normal and magical Darkness, see Invisible creatures and objects, detect visual illusions, see magically transformed creatures, and see into the Ethereal Plane.

Actions	
Attack	When you take the Attack action, you can make one attack roll with a weapon or an Unarmed Strike (1+STR Modifier unless you have a special ability)
Dash	When you take the Dash action, you gain extra movement for the current turn. The increase equals your Speed after applying any modifiers. With a Speed of 30 feet for example, you can move up to 60 feet on your turn if you Dash. If you Speed of 30 feet is reduced to 15 feet, you can move up to 30 feet this turn if you Dash.
Dodge	If you take the Dodge action, you gain the following benefits: until the start of your next turn, any attack roll made against you has Disadvantage if. You can see the attacker, and you make Dexterity saving throws with Advantage. You lose these benefits if you have the Incapacitated condition or if your Speed is 0.
Grapple & Shove	The two creatures must do a contested d20 skill check. The grappler must do an Athletics check. The grapple target can do an Athletics or Acrobatics check. If the grappler beats the target, the target has the grappled condition. A Shoved creature does the same checks. On a successful shove, the shover makes the target Prone or pushed 15 feet away. A shove is only possible if the target is no more than one size larger than you.
Help	When you take the Help action, you do one of the following: Assist an Ability Check. Choose one of your skill or tool proficiencies and one ally who is near enough for you to assist verbally or physically when they make an ability check. That ally has Advantage on the next ability check they make with the chosen skill or tool. This benefit expires if the ally doesn't use it before the start of your next turn. The DM has final say on whether your assistance is possible. Assist an Attack Roll. You momentarily distract an enemy with 5 feet of you, giving Advantage to the next attack roll by one of your allies against that enemy. This benefit expires at the start of your next turn.

Actions	
Hide	With the Hide action, you try to conceal yourself. To do so, you must succeed on a DC 15 Dexterity (Stealth) check while you're Heavily Obscured or behind Three-Quarters Cover or Total Cover , and you must be out of any enemy's line of sight; if you can see a creature, you can discern whether it can see you. On a successful check, you have the Invisible condition while hidden. Make note of your check's total, which is the DC for a creature to find you with a Wisdom (Perception) check . You stop being hidden immediately after any of the following occurs; you make a sound louder than a whisper, an enemy finds you, you make an attack roll, or you cast a spell with a verbal component.
Influence	With the Influence action, you urge a creature to do something. Describe or roleplay how you're communicating with the creature. Are you trying to deceive, intimidate, amuse, or gently persuade? The DM then determines whether the creature feels willing, unwilling, or hesitant due to your interaction; this determination establishes whether an ability check is necessary, as explained below. Willing. If your urging aligns with the creature's desires, no ability check is necessary. The creature fulfills your request in a way it prefers. Unwilling. If your urging is repugnant to the creature or counter to its desires, no ability check is necessary. It doesn't comply. Hesitant. If you urge the creature to do something that it is hesitant to do, you must make an ability check, which is affected by the creature's attitude; Indifferent, Friendly, or Hostile. Perform the appropriate Skill check with a DC 15 or the creature's Intelligence score, whichever is higher: Deception: Deceiving a creature that understands you Intimidation: Intimidating a creature Performance: Amusing a creature Persuasion: Persuading a creature that understands you Animal Handling: Gently coaxing a Beast or Monstrosity

Actions	
Magic	When you take the Magic action, you cast a spell that has a casting time of an action or use a feature or magic item that requires a Magic action to be activated. If you cast a spell that has a casting time of 1 minute or longer, you must take the Magic action on each turn of that casting, and you must maintain Concentration while you do so. If your Concentration is broken, the spell fails, but you don't expend a spell slot. If you take damage while concentrating on a previously cast spell that requires Concentration, you must do a Concentration check. Roll a CON saving throw. The DC is 10 or half the damage (rounded down) whichever is higher. On a success, you maintain concentration on the spell. On a failure, you lose concentration and the spell fails.
Ready	You take the Ready action to wait for a particular circumstance before you act. To do so, you take this action on your turn, which lets you act by taking a Reaction before the start of your next turn. First, you decide what perceivable circumstance will trigger your Reaction. Then, you choose the action you will take in response to that trigger, or you choose to move up to your Speed in response to it. Examples include "If the cultist steps on the trapdoor, I'll pull the lever that opens it," and "If the zombie steps next to me, I move away." When the trigger occurs, you can either take your Reaction right after the trigger finishes or ignore the trigger. When you Ready a spell, you cast it as normal (expending any resources used to cast it) but hold its energy, which you release with your Reaction when the trigger occurs. To be readied, a spell must have a casting time of an action, and holding on to the spell's magic requires Concentration, which you can maintain up to the start of your next turn. If your Concentration is broken, the spell dissipates without taking effect.
Search	When you take the Search action, you make a Wisdom Skill check to discern something that isn't obvious visually or audibly or by smell. Insight: Creature's state of mind Medicine: Creature's ailment or cause of death Perception: Concealed creature or object Survival: Tracks or food

Dungeons & Dragons Quick Reference

Actions	
Study	<p>When you take the Study action, you make an Intelligence Skill check to study your memory, a book, a clue, or another source of knowledge and call to mind an important piece of information about it.</p> <p>Arcana. Spells, magic items, eldritch symbols, magical traditions, planes of existence, and certain creatures (Aberrations, Constructs, Elementals, Fey and Monstrosities)</p> <p>History. Historic events and people, ancient civilizations, wars, and certain creatures (Giants and Humanoids)</p> <p>Investigation. Traps, ciphers, riddles, and gadgetry</p> <p>Nature. Terrain, flora, weather, and certain creatures (Beasts, Dragons, Oozes, and Plants)</p> <p>Religion. Deities, religious hierarchies and rites, holy symbols, cults, and certain creatures (Celestials, Fiends, and Undead)</p>
Utilize	You normally interact with an object while doing something else, such as when you draw a sword as part of the Attack action. When an object requires an action for its use, you take the Utilize action.
Conditions	
Blinded	Automatically fail any ability check that requires sight and Attack rolls against you have Advantage, and your attack rolls have Disadvantage.
Charmed	You can't attack the charmer or target the charmer with damaging abilities or magical effects and the charmer has Advantage on any ability check to interact with you socially.
Deafened	You can't hear and automatically fail any ability check that requires hearing.
Exhaustion	<p>Exhaustion Levels. This condition is cumulative. Each time you receive it, you gain 1 Exhaustion level. You die if your Exhaustion level is 6.</p> <p>D20 Tests Affected. When you make a D20 Test, the roll is reduced by 2 times your Exhaustion level.</p> <p>Speed Reduced. Your Speed is reduced by a number of feet equal to 5 times your Exhaustion level.</p> <p>Removing Exhaustion Levels. Finishing a Long Rest removes 1 of your Exhaustion levels. When your Exhaustion level reaches 0, the condition ends.</p>
Frightened	You have Disadvantage on ability checks and attack rolls while the source of fear is within line of sight and you can't willingly move closer to the source of fear.

Conditions	
Grappled	<p>Grappled Condition. Successfully grappling a creature gives it the Grappled condition.</p> <p>One Grapple per Hand. A creature must have a hand free to grapple another creature. Some stat blocks and game effects allow a creature to grapple using a tentacle, a maw, or another body part. Whatever part a grappler uses, it can grapple only one creature at a time with that part, and the grappler can't use that part to target another creature unless it ends the grapple.</p> <p>Ending a Grapple. A Grappled creature can use its action to make a Strength (Athletics) or Dexterity (Acrobatics) check against the grapple's escape DC, ending the condition on itself on a success. The condition also ends if the grappler has the Incapacitated condition or if the distance between the Grappled target and the grappler exceeds the grapple's range. In addition, the grappler can release the target at any time (no action required).</p>
Incapacitated	You can't take any action, Bonus Action, or Reaction. Your Concentration is broken. You can't speak. If you're Incapacitated when you roll Initiative, you have Disadvantage on the roll.
Invisible	<p>Surprise. If you're Invisible when you roll Initiative, you have Advantage on the roll.</p> <p>Concealed. You aren't affected by any effect that requires its target to be seen unless the effect's creator can somehow see you. Any equipment you are wearing or carrying is also concealed.</p> <p>Attacks Affected. Attack rolls against you have Disadvantage, and your attack rolls have Advantage. If a creature can somehow see you, you don't gain this benefit against that creature.</p>
Paralyzed	<p>Incapacitated. You have the Incapacitated condition.</p> <p>Speed 0. Your Speed is 0 and can't increase.</p> <p>Saving Throws Affected. You automatically fail Strength and Dexterity saving throws.</p> <p>Attacks Affected. Attack rolls against you have Advantage.</p> <p>Automatic Critical Hits. Any attack roll that hits you is a Critical Hit if the attacker is within 5 feet of you.</p>

Conditions	
Petrified	<p>Turned to Inanimate Substance. You are transformed, along with any nonmagical objects you are wearing and carrying, into a solid inanimate substance (usually stone). Your weight increases by a factor of ten, and you cease aging.</p> <p>Incapacitated. You have the Incapacitated condition.</p> <p>Speed 0. Your Speed is 0 and can't increase.</p> <p>Attacks Affected. Attack rolls against you have Advantage.</p> <p>Saving Throws Affected. You automatically fail Strength and Dexterity saving throws.</p> <p>Resist Damage. You have Resistance to all damage.</p> <p>Poison Immunity. You have Immunity to the Poisoned condition.</p>
Poisoned	You have Disadvantage on attack rolls and ability checks.
Prone	<p>Restricted Movement. Your only movement options are to crawl or to spend an amount of movement equal to half your Speed (round down) to right yourself and thereby end the condition. If your Speed is 0, you can't right yourself.</p> <p>Attacks Affected. You have Disadvantage on attack rolls. An attack roll against you has Advantage if the attacker is within 5 feet of you. Otherwise, that attack roll has Disadvantage.</p>
Restrained	Your Speed is 0 and can't increase. Attack rolls against you have Advantage, and your attack rolls have Disadvantage. You have Disadvantage on Dexterity saving throws.
Stunned	You have the Incapacitated condition. You automatically fail Strength and Dexterity saving throws. Attack rolls against you have Advantage.
Unconscious	You have the Incapacitated and Prone conditions, and you drop whatever you're holding. When this condition ends, you remain Prone. Your Speed is 0 and can't increase. Attack rolls against you have Advantage. You automatically fail Strength and Dexterity saving throws. Any attack roll that hits you is a Critical Hit if the attacker is within 5 feet of you. You're unaware of your surroundings.