

PLAYING THE GAME

HOW TO PLAY

1. DM describes the scenario
2. You say what you want to do (A dice roll may be requested)
3. The DM describes the results



THE ROLL OF DICE

A 20-sided die (d20) defines success/failure in the game. A roll, with modifiers, that meets or tops a DM-set target succeeds.

• **Advantage:** Roll a d20 twice and use the higher number.

• **Disadvantage:** Roll a d20 twice and use the lower number

ROUND DOWN

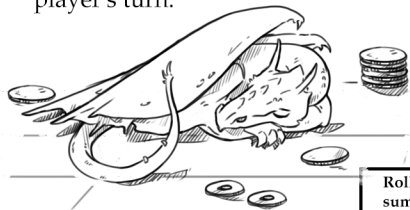
If a roll ever results in a fraction, round down.

INSPIRATION

Your DM can bestow Inspiration. Use it to get Advantage on one d20 roll or gift it to a fellow player.

REACTIONS (once per turn)

Reactions are unique actions triggered by specific events. They can occur anytime, even during another player's turn.



Roll to get a sum out of 100 (eg. 00 + 3 = 3)

ON YOUR TURN

- Move up to your speed
- Take an Action
- Take a Bonus Action (if available)
- Interact with something



ACTIONS

Attack

Make one melee or ranged attack, or attempt to Grapple or Shove a creature.

Grapple: Grappling seizes a creature, subjecting it to the grappled condition.

Shove: Shoving is a melee attack that can either knock a creature prone or push it 5 feet away.

Cast a Spell

Many spells take one Action, but some take a Bonus Action or longer.

Dash

Take more movement this turn.

Disengage

When you move past enemies this turn they can't make Opportunity Attacks.

Dodge

Attacks against you have Disadvantage. Your DEX saving throws have Advantage.

Help

Assist someone with a task or attack, giving them Advantage.

Hide

Make a Stealth check to hide.

Ready

Choose an Action and an event to trigger it. If the event occurs, take that Action as your Reaction (see Reactions).

Search

Use an Object

Improvise



D20



D12



D10



D8



D6



D4

COMBAT



INITIATIVE

To decide turn order, roll a d20 plus your Dexterity Modifier when combat begins.

MAKING AN ATTACK

1. Pick a target in range.
2. Roll a d20 - add Attack Modifier and add your proficiency bonus. If it equals or tops target's Armor Class, roll damage.
3. Roll damage - Add your modifiers from weapon/attack details.

CRITICAL HITS

A roll of 20 is a critical hit. Roll all damage dice two times, then add any modifiers.

RANGED WEAPONS

Ranged weapons list two ranges (eg. 20/60). Beyond normal range, attacks have Disadvantage and can't exceed long range.

KNOCKING A CREATURE OUT

If a melee attack brings a creature to 0 HP, you can opt to knock them out instead of killing.

OPPORTUNITY ATTACKS

If a visible hostile creature next to you moves out of reach, you can react with a melee attack.

SPECIAL MOVEMENTS

MOVEMENT	COST
Drop Prone	No Cost
Stand Up	Half your movement
Jump	Jump 1 ft, per ft cleared
Difficult Terrain, Climb, Crawl, Swim	Move at half speed (Cost 10ft for every 5ft travelled)

HIT POINTS (HP)

HP indicates your durability, going from Hit Point Maximum to 0, decreasing with damage, rising with healing

INSTANT DEATH

If leftover damage, after reducing you to 0 HP, equals or tops your HP max, you die


FALLING UNCONSCIOUS

Upon reaching 0 HP without dying, you fall unconscious. If starting a turn with 0 HP, roll a d20 for a Death Save.

1	2-9	10-19	20
2 Failures	1 Failures	1 Success	Gain 1 HP

3 successes stabilizes you, but you're still unconscious. 3 failures kills you. Damage at 0 HP equals a failure; Critical Hits cause two failures. Melee hits are Critical.

Restored HP erases Death Saves and revives you. You can stabilize an unconscious creature with a DC 10 Medicine check. They stay unconscious but skip Death Saves.



REST & RECOVERY

SHORT REST (1 hour)
To regain HP, roll Hit Dice adding your Constitution Modifier.

LONG REST (8 hours)
Restore lost Hit Points, abilities, and half your total number of Hit Dice.

