

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 THE DICE

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

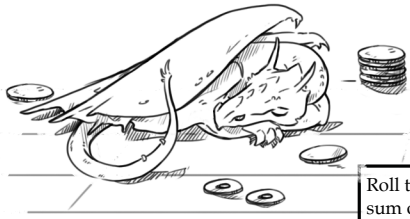
If a roll ever results in a fraction, round down.

HEROIC INSPIRATION

If you have Heroic Inspiration, you can use it to reroll any die immediately. You can't have more than 1 at a time. This can be gifted to other players.

REACTIONS (once per round)

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 attack with a weapon or an Unarmed Strike.

Dash

Take more movement equal to your speed 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.

Influence

Make a Charisma or Wisdom check (DM decides skill) to change a creature's attitude.

Magic

Cast a spell, use a magic item or a magical feature. Many spells use one Action, some take longer.

Ready

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

Search

Study

Utilize



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 them.

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.

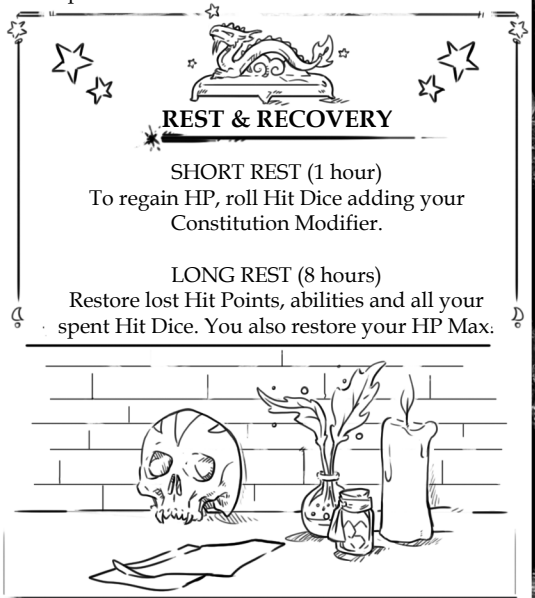
FALLING UNCONSCIOUS

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

Rolling 1	2-9	10-19	20
2 Failures	1 Failure	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 all your spent Hit Dice. You also restore your HP Max.