

# 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

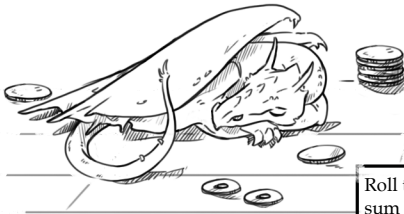
If a roll ever results in a fraction, round down.

## 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 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 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.

