CHECKS

ADV - roll 2d20, take the **higher outcome**

DISADV - roll 2d20, take the **lower outcome**

ABILITY CHECKS AND SAVING THROWS - Roll d20 + mods, succeed if equal or higher to Difficulty Class (DC)

COMBAT

1. Determine Surprise - DM determines. If surprised, you don't get an *action*, *move* or *reaction* until the turn ends

2. Establish positions - 'Theatre of the Mind' or on a grid

3. Roll Initiative - d20 + Initiative Mod (DEX mod or special ability), establish order from high to low

4. Take Turns - In initiative order, unless someone has **readied an action** and it is **triggered** (see *Ready* action below)

5. Begin Next Round - Repeat **step 4** until combat is over

YOUR TURN

In your turn you can take:

ACTION - Maximum of **1/turn**, unless special ability

MOVE - **1 move/turn** (can be broken up between attacks). *Difficult Terrain* or certain movement actions (climbing, crawling, swimming) **HALVE** movement. Friend and Opponent squares are *Difficult Terrain*

Long Jump = STR in feet if 10 feet of move beforehand, half STR in feet if no move. Each foot cleared costs 2 feet of movement

High Jump = 3 + STR Mod in feet if 10 feet of move beforehand, or half if standing jump. Each foot cleared costs 2 feet of movement

FREE ACTION - short communications, interact with one object or environment feature e.g. open or close door, draw or sheathe sword, get potion from backpack, throw a lever, hand item to another character, etc.

BONUS ACTION - Only if you have an ability or spell that uses this. Can be taken before or after your main action, unless the bonus action's timing is specified. Maximum of **1/turn**, unless special ability

REACTION - An *Opportunity Attack* or defensive reaction based on a particular trigger. Maximum of **1/turn**, unless special ability

Opportunity Attack - Leaving a hostile creature's **reach**, they use their *Reaction* to make **one melee attack**, which temporarily interrupts the moving creature's movement

- THE DM HAS THE FINAL SAY -

ACTION TYPES

ATTACK - Make a melee or ranged attack

To Hit = d20 + ability mod + proficiency + other mods. Hit if equal to or higher than opponent's Armour Class (AC)

20 - Critical Hit = roll damage dice twice , then add mods

1 - Critical Miss = always misses, may be a consequence

Damage = weapon/attack damage die + ability mod + other mods

CAST A SPELL - cast a spell with a casting time of **1 action**

DASH - **Move again**, equal to your speed after modifiers/adjustments

DISENGAGE - Movement **doesn't provoke opportunity attacks** for the rest of the turn

DODGE - Opponents have **DISADV against you** for the rest of the turn You make **DEX saves** with **ADV**

HELP - Aid someone - they get **ADV on their attack roll or ability roll if related to a task** before start of your next turn

HIDE - DEX (Stealth) check - Opponent has **DISADV** on attack, you have **ADV** on attack rolls against it, but location revealed once you attack

READY - Determine a specific **trigger** and the **action** to be taken once triggered. If happens during the turn, expend your *reaction* to complete your action. If **not triggered**, you **lose your turn.** Only spells with casting time of **1 action** can be **readied**, and are lost if **concentration** is broken

SEARCH - search a small area. May require a **WIS (Perception)** or **INT (Investigation)** check

USE AN OBJECT - Some objects require an **action** to use. See *free action* for types of **free actions**, if you take **two free actions** to interact with objects the second counts as the *Use an Object* action)

MISCELLANEOUS

TWO-WEAPON FIGHTING - Attack with a **light** melee weapon in each hand. Use your *Bonus Action* for off hand attack, **don't add ability mod to damage unless it is negative**

GRAPPLING - *Attack Action*, STR (Athletics) VS STR (Athletics) or DEX (Acrobatics). Use *Action* to escape, STR (Athletics) or DEX (Acrobatics) VS STR (Athletics). Drag or carry grappled at ½ speed unless it is 2 sizes smaller

SHOVE - *Attack Action*, STR (Athletics) VS STR (Athletics) or DEX (Acrobatics). Knock **Prone** or **push 5 feet away** from you

SUFFOCATION - Hold breath for 1 + CON Mod in mins (30 secs minimum)

HIT POINTS (HP)

Damage reduces HP, When 0, you are **unconscious** and must make a **death save**

each turn until **stabilised.**

STABILISING - another PC. **DC 10 WIS (Medicine) check to stabilise**

INSTANT DEATH - If damage reduces your HP to 0 and remaining damage equals or exceeds your HP max

DEATH SAVES - d20, roll 10+. 3 fails = **dead**. 3 saves = **stabilised** but **unconscious**, 0 HP for 1d4 hours, then 1 HP. 1 = 2 fails. 20 = conscious with 1 HP. **If you take damage**, fail 1 death save, if crit suffer 2 death saves

TEMPORARY HP - Add to your HP, taken first if damaged. Can't restore temp HP, can't be added together - choose to take new or keep old

RESTS - Short Rest (1 hr) = use HD + CON mod to recover HP

Long Rest (8 hrs, once every 24 hrs) = recover all HP + half of used HD

MAGIC

See character's *Class* for what spell's **prepared**/what's **known**

SPELL SLOTS - Used to cast spells Level 1+. Cantrips (Level 0 spells) do not cost **Spell Slots** and don't need to be prepared in advance. Many spells can be cast using **Spell Slots** above their level, for additional effects

RITUALS - If spell has **Ritual** tag, can be cast without expending **spell slot**, but takes **10 minutes longer to cast**

BONUS ACTION SPELLS - If you cast a spell with casting time of **1 bonus action**, can't cast another spell unless it is a **cantrip** with a casting time of **1 action**

MATERIAL COMPONENTS - Spell focus or **component pouch** can be used for components, **however if component has cost MUST have specific component**. Component destroyed when spell cast

BREAKING CONCENTRATION - Casting **another concentration spell, taking damage (CON save = DC 10 or half damage taken**, whichever is higher), or **incapacitated/killed**

CLEAR PATH TO TARGET - You must have **clear line of sight to target.** If you place **area of effect** behind obstruction, such as a wall, **point of origin** comes into being on near side of obstruction. If you are in **area of effect**, you might be affected by spell, unless special ability

OVERLAPPING SPELLS - effects of same spell cast multiple times don't overlap - only most potent effect counts. Effects of different spells add together

SAVING THROWS - DC = 8 + spellcasting ability mod + proficiency + special mods

ATTACK ROLL - **Bonus** = spellcasting ability mod + proficiency