

Spellcasting

Verbal
 Somatic
 Material
 Ritual

Spell components

Line
 Cone
 Sphere

Cube
 Cylinder

Area of effect

A creature is affected by a spell's effects if half, or more, of the square they're in is in the 'Area of effect'.

Dice

d4
 d6
 d8
 d10
 d10
 d12
 d20

_____ d100 _____

What the dice are for

- To do an ability check.
- Use a weapon.
- Dealing damage.
- Regaining hitpoints.

Using the dice and applying modifiers

Example: you make an attack with a short sword dealing 3d6+5 damage

3
Number of dice
 d8
Which die to use
 +5
Modifier(s) to add to the total
Melee = strength + proficiencies
Ranged = dexterity + proficiencies

Short rest

- At least 1 hour long.
- No strenuous activities apart from eating, drinking, reading, tending to wounds.

Use hit dice up to character's max nr of hit dice + CON modifier to regain hit points equal to the total.

Long rest

- At least 8 hour long.
- Only light activity like eating, drinking, reading, talking, standing, watch for no more than 2 hours.

Regain all lost hit points and spent hit dice equal to half of the character's total number of hit dice. Minimum of one.

Spellcasting ability

Barbarian	Charisma
Bard, Paladin, Sorcerer, Warlock	Charisma
Cleric, Druid, Monk, Ranger	Wisdom
Fighter, Rogue, Wizard	Intelligence

Spell save DC: 8 + your proficiency bonus + your ability modifier

Spell attack modifier: your proficiency bonus + your ability modifier

Hit dice

Hit dice: 1dx per class level

Hit points at 1st level: X + your constitution modifier per class level after 1st

Hit points at higher levels: 1dx (or X) + your constitution modifier per class level after 1st

d12	Barbarian
d10	Fighter, Paladin, Ranger
d8	Bard, Cleric, Druid, Monk, Rogue, Warlock
d6	Sorcerer, Wizard

The 13 damage types

Slashing
 Piercing
 Bleeding

Poison
 Acid
 Cold
 Fire

Radiant
 Necrotic
 Psychic
 Force

Lightning
 Thunder

Resistance: The target takes half damage

Vulnerability: The target takes double damage

Immunity: The target takes zero damage

Roleplaying

Use your skills and senses to interact with your surroundings.

Hear
 See
 Smell
 Feel

Talk
 Search
 Recall

Combat

Determine Surprise → Establish Positions → Roll for Initiative → **Start Combat** → Round (6 sec)

Stealth DEX vs Passive perception WIS → d20 + DEX

Each creature has a turn ordered by initiative.

★ Turn
Turn
No first turn if surprised
Repeat rounds until the end of combat

★ On your turn (You can do the following in any order)

Movement & Interaction
Can be broken up:

Action
Bonus Action
1 per turn, if allowed

Reaction
Readied Action (see the "Ready" action)
Opportunity Attack (attack if creature leaves their reach)
A creature may react only once between turns. Surprised creatures can't react on their first turn.

High Jump
Distance = 3ft + STR with a 10 ft run-up, otherwise half the distance. Using your extended arms you can use 1/2 times your height to reach above you.

Long Jump
Distance = STR (score) with a 10ft run-up, otherwise half the distance. Succeed on a DC 10 STR (Athletics) check to clear a low obstacle and a DC 10 DEX (Acrobatics) for difficult terrain to land on your feet.

PC = Player Character
HP = Hit Points
DC = Difficulty Class
AC = Armor Check
Legenda

Actions

Attack
Melee attack: target must be within 'reach'.
Ranged attack: weapon has a normal and long range. Long range attacks have disadvantage.

Cast a Spell
See PHB: 201

Dash
Use your action to double your movement.

Disengage
No opportunity attacks can be made against you until your next turn.

Dodge
Attacks against you have disadvantage until your next turn.

Ready
Choose an action to be triggered before your next turn as a reaction.

Help
Another creature gets advantage on 1 ability check or melee attack.

First Aid
DC 10 medicine check to stabilise another creature.

Other Actions
Hide // Search
Shove // Use Object
Grapple // Escape Grapple

Dealing damage

Roll a d20 to see if your attack is a hit

1 = (a Critical Fail)
Miss regardless of any modifiers or target armor class.

20 = (a Critical Hit)
Double the amount of dice you roll for damage.

X = X + ability modifier + prof. bonus >= armor Class + cover bonus

Cover Bonus:
+5
+2

on a hit the total damage is
= Damage dice + ability modifier(s)

Half Damage
if resistant to this type of damage

Double Damage
if vulnerable to this type of damage

Sustaining damage

Less than HP
Subtract damage from HP
Stable
HP = 0 + 1 HP after 1d4 hours, when you regain consciousness

More than HP
PC or someone special?
Yes
Unstable
HP = 0, must make death saving throws each turn

More than HP + Max HP
Dead
3 Fails

1 = + 2 Fails
10 = + 1 HP
20 = + 1 HP

Unconscious: Can still sustain damage (counts as 1 failure). If attack is within 5ft, it's a critical hit (2 failures).

PHB 193 - 195
PHB 197 - 198