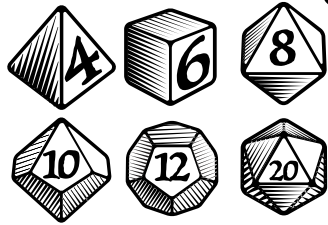


# 5th Edition Player Reference



## D20 ROLLS

Rolls of the 20-sided die determine success or failure. Characters with natural abilities, talents, or magical aids have *modifiers* which increase the odds of success. Negative *modifiers* like weaknesses, difficulties, or curses decrease the chances.

**Initiative Roll** At the beginning of combat, each character rolls a d20 to determine their turn order in the fight. Add DEX. PHB 189

**Attack** Melee, ranged, and spell attacks rely on a d20 roll. See "Attack" this page for details.

**Ability Check** (Skill Check) The GM may ask a player to roll to determine whether their character can accomplish a task. Add relevant *Ability* and *Proficiency modifiers*. PHB 173

**Saving Throw** (Save) In a dangerous situation, the GM may require the player to roll a d20 to try to avoid damage. Add relevant *modifiers*. PHB 179

### Advantage & Disadvantage

Circumstances, skills, or the DM's ruling may grant *Advantage* (A) or *Disadvantage* (D) on a d20 roll. In this case, roll two d20 and use the higher or lower result as appropriate. PHB 173

### Inspiration

Awarded by the GM, *Inspiration* allows a player to confer (A) on a d20 roll of their choice, including another player's. PHB 125

### Rolling & Modifying

The number on the face of the die is the "natural" result to which modifiers are applied. For clarity, report the result as "16 plus 3 is 19" or as "modified 19" so the table knows you've included the modifiers. If you roll a natural 1 or 20 during an attack, announce this "critical" miss or hit. PHB 7

## COMBAT ROUNDS

Battles and other time-sensitive activities occur in *Rounds*. A *Round* represents 6 seconds of game time. During a *Round*, each combatant gets a *Turn* to move and act. Each *Round's Turns* occur simultaneously in the game world, but are resolved in *Initiative Order* by the players. PHB 189

**Surprise** *Surprised* combatants cannot act in the first round of combat. PHB 189

**Initiative** Combatants roll a d20 DEX check to determine order of turns in a round. Add relevant modifier(s). PHB 189

### Round Begins

**Turns** All combatants take their turns in initiative order. PHB 189

**Repeat** Repeat rounds until victory, defeat, parley or retreat.

## CONCENTRATION

PHB 203

Some spells require *Concentration* to maintain effect. If the caster takes *Damage* during concentration, they must make a *Saving Throw* (DC 10 or half the damage, whichever is higher) in order to maintain the spell.

## DAMAGE TYPES

**Acid** Corrosive compounds.

**Bludgeoning** Blunt force.  
**Cold** Ice or magical chill.  
**Fire** Intense heat.  
**Force** Magical wallop.

**Lightning** Electrical shock.  
**Necrotic** Withering curse.  
**Piercing** Puncture wounds.  
**Poison** Toxins and venom.

**Psychic** Mental anguish.  
**Radiant** Divine light.  
**Slashing** Cutting wounds.  
**Thunder** Concussive impact.

**Immunity:** No damage  
**Resistance:** ½ damage  
**Vulnerability:** 2 × damage  
PHB 197

## ATTACK

**Target** Identify your target to the table.

**Attack** Roll a d20. During an *Attack* roll, 1 always fails, and 20 always succeeds.

**Modify** Add your *modifiers*. PHB 194

**Armor Class** If the modified result is ≥ target's *Armor Class* (AC), the attack hits the target.

**Damage** Roll *Damage Dice* and add modifiers. The target's *HP* are reduced, factoring resistances and vulnerabilities.

**Spell Attack** Many spells count as attacks. The caster rolls d20 + *Spellcasting Ability Modifier* + *Proficiency Bonus* to hit vs *AC*. PHB 205

E.g., **Longbow Range 150/600:** PHB 195

- 0-150 ft roll as normal.
- 151-600 ft roll with (D).
- 601 ft + *Beyond reach of longbow*. (If a foe is within 5 ft, roll with (D).)

### Protective Cover and Spell Targeting

½ **Cover** Grants +2 to AC and DEX

¾ **Cover** Grants +5 to AC and DEX

**Full Cover** Cannot be directly targeted, but might be hit by *Area of Effect*. PHB 196

### Improvised Weapons

Do 1d4 damage, range 20/60. If an improvised weapon resembles an actual weapon, the GM may rule it can be treated as such, including bonuses.

## DAMAGE & RECOVERY

**Hit Points** The relative threat of imminent death or incapacity to a creature. PHB 196 At zero *HP* a character is unconscious. PHB 197

**Hit Dice** represent toughness and daily ability to recover from harm. When you take a *Short Rest*, you can spend *Hit Dice* to recover hit points. PHB 12

**Armor Class** indicates how difficult a creature is to hit due to armor, dodging and parrying skills, and other factors. Higher numbers are better. PHB 145

**Damage Rolls** determine how much damage an attack inflicts. More-deadly attacks use more or larger dice. Critical hits (20s) roll double dice. PHB 196

**Healing** is the recovery of *Hit Points* accomplished through rest, spells, or potions. PHB 197

**Short Rest** is an hour rest during which characters can heal by applying remaining *Hit Dice*. PHB 186

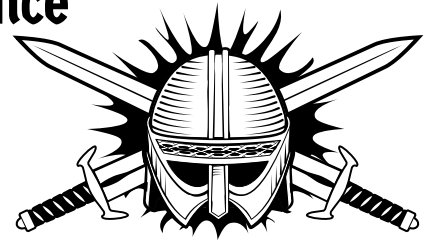
**Long Rest** Once per day, 8-hour rest when the character *heals*: all *Hit Points* restored, and ½ max number of *Hit Dice* are restored (minimum 1). PHB 186

**Instant Death** If a hit reduces a PC below 0 *HP* to -1 × max hit points, they suffer instant death. PHB 197

**Death Saving Throw** When a character starts a turn with 0 *HP*, they make an unmodified saving throw of DC 10. 3 fails before 3 successes is fatal, 3 successes renders them *Stable* at 0 *HP*. PHB 197

**Temporary Hit Points** are conferred by some abilities and magic, and are always lost first. PHB 198

**Knockout:** When reducing a creature to 0 *HP*, a melee attacker may elect to render it *Unconscious* rather than kill it. PHB 198



## ACTIONS IN COMBAT

**Move** your *Speed*, in 1 or more segments  
1 **Action** from the list below  
1 minor **free action**: e.g., speak, open a door PHB 199  
1 **Bonus Action**, if available to you  
1 **Reaction**, triggered on another's turn

**Move** a distance up to your *Speed*. PHB 181

**+** In addition to moving, perform one of the following **Actions**:

**Attack** one or more times depending on your abilities. (Melee, ranged, or spell attack) PHB 192

**Cast** *Spell* with casting time of 1 round. PHB 192

**Dash** your modified *Speed* to double your total distance moved. PHB 192

by rolling attack vs. target's STR or DEX. (D) if target has 2-hand grip. Larger combatant size gets (A). DMG 271

**Disarm** from melee without inviting an *Attack of Opportunity*. PHB 192

**Disengage** attacks for the turn. Attackers roll at (D). Also gain (A) to any DEX rolls for the turn. PHB 192

**Dodge** rolls for the turn. PHB 192

**First Aid** Stabilize a 0 *HP* creature. PHB 197

**Grapple** use an *Attack* to seize and control a creature. Roll STR vs. target's *Athletics* or *Acrobatics*. **Escape** by winning *Athletics* or *Acrobatics* contest vs. the grappler's STR. PHB 195

**Help** an ally with a particular action or attack, granting them (A) on their roll. PHB 192

**Hide** by making a *Stealth* check. PHB 177

**Ready** a specific action to execute when you perceive a stated 'trigger'. PHB 193

**Search** for an item. May require a *Perception* or *Investigation* check. PHB 193

**Shove** use an *Attack* to push creature 5 ft away or knock it *Prone*. PHB 195

**Use** an item for some purpose. This may require a roll. PHB 193

**+** After your **Action**, you may:

**Move** additional distance, if you have remaining *Speed*. PHB 181

**Bonus Action** Take one if available. PHB 189

**Reaction** Taken instantly, even out of turn. Triggered by an event. PHB 190

**Two-Weapon Fighting** With a *light* melee weapon in each hand, use a *Bonus Action* to hit with the second weapon. Bonuses do not apply, only penalties. PHB 195

## GLOSSARY

<b>Ability Check</b>	(also <i>Skill Check</i> ) d20 roll to attempt a challenging action.
<b>AC</b>	<i>Armor Class</i>
<b>Advantage</b>	Take higher number of 2d20
<b>Area of Effect</b>	The volume targeted by a spell.
<b>Critical (Crit)</b>	Fail (1) or Hit (20) on an attack roll
<b>d20</b>	Roll of a die. 2d8 means, “the total from rolling two 8-sided dice.”
<b>Damage</b>	Reduction in <i>Hit Points</i> .
<b>DC</b>	<i>Difficulty Class</i> . The number a d20 roll must meet for success at a given challenge.
<b>Disadvantage</b>	Take lower number of 2d20
<b>DM/GM</b>	<i>Dungeon Master/Game Master</i>
<b>DMG</b>	<i>Dungeon Master’s Guide</i>
<b>Healing</b>	Restoring <i>Hit Points</i> .
<b>HP</b>	<i>Hit Points</i>
<b>Initiative Order</b>	The order in which characters’ turns are taken during a <i>round</i> .
<b>Initiative Roll</b>	A d20+DEX roll to determine the order of combat.
<b>Melee Attack</b>	Striking an enemy within reach, usually 5 feet.
<b>MM</b>	<i>Monster Manual</i>
<b>Modifier</b>	Added to d20 rolls to account for abilities, proficiencies, or penalties.
<b>NPC</b>	<i>Non-Player Character</i>
<b>PC</b>	<i>Player Character</i>
<b>PHB</b>	<i>Player’s Handbook</i>
<b>Proficiency</b>	Additional bonus to a weapon or skill from experience or training.
<b>Ranged Attack</b>	Striking an enemy at a distance with a weapon or spell.
<b>Round</b>	6 seconds of game time. Consists of a <i>Turn</i> for all combatants.
<b>Saving Throw</b>	d20 roll to avoid unforeseen harm or certain magical attacks.
<b>STR DEX CON INT WIS CHA</b>	<i>Ability modifiers</i> . May be added to d20 rolls for <i>Ability Checks</i> .
<b>Speed</b>	Walking speed. The distance in feet a creature moves in a <i>Turn</i> .
<b>Spell Attack</b>	Using magic to deal damage to an enemy adjacent or at range.
<b>Turn</b>	A creature’s opportunity to move and act during a <i>Round</i> .

## MONEY & EXPENSES

	Coins	Lifestyle	Cost/Day
<b>copper</b>	0.01 gp	Wretched	—
<b>silver</b>	0.1 gp	Squalid	1 sp
<b>gold</b>	1 gp	Poor	2 sp
<b>platinum</b>	10 gp	Modest	1 gp
		Comfortable	2 gp
		Wealthy	4 gp
		Aristocratic	10 gp +

A character needs 1 lb of food and 1 gallon of water per day, or they will begin to suffer *Exhaustion*. PHB 185



## CONDITIONS

Spells, traps, and monster attacks may effect creatures beyond mere damage. These ongoing effects are called *Conditions*. PHB 290

**Blinded** Creature cannot see. Attacks against gain and the creature’s own attacks have .

**Charmed** Creature cannot harm the charmer. The charmer has on any interaction with the creature.

**Deafened** Unable to hear, the creature fails any hearing check.

**Frightened** The creature has on ability and attack rolls while source is visible, and won’t willingly move closer.

**Grappled** Creature’s speed becomes 0 until condition ends. PHB 195

**Incapacitated** Creature cannot *act* or *react*.

**Invisible** The creature cannot be seen without magical senses. The creature’s attacks have and attacks against have .

**Paralyzed** Creature is *Incapacitated*. It cannot move or speak. Fails all STR and DEX rolls. Attacks against creature have . Attackers within 5 feet who hit automatically land a critical hit.

**Petrified** The creature’s weight increases 10X. Creature is *Incapacitated*. Automatically fails STR and DEX rolls. Attacks against creature have . Creature has resistance to all damage. Aging, poison and disease are suspended.

**Poisoned** The creature has on attack and ability rolls.

**Prone** The creature must crawl to move at 2 feet per foot or use ½ of *Speed* to stand. Creature has on attack rolls. Attackers within 5 feet have , others have .

**Restrained** The creature’s speed is 0. Its attacks have and attacks against it have .

**Stunned** The creature is *Incapacitated*, can’t move, and speech is faltering. Fails all STR and DEX rolls. Attacks on it have .

**Unconscious** The creature is *Incapacitated*, drops what it’s holding and falls *prone*. Fails all STR and DEX rolls. Attacks on it have . Attackers within 5 feet who hit get a critical hit.

### Other Conditions

**Suffocation** A creature can hold its breath for 1+CON minutes (30 sec min). Once out of breath, it survives for 1+CON rounds before it drops to 0 HP.

**Exhaustion** has six levels with cumulative effects:

- on all Ability Checks
- Speed reduced to half
- on Saving Throws and Attack rolls
- Hit point maximum halved
- Speed reduced to 0
- Death

*More on Exhaustion: PHB 185*

## SPELL COMPONENTS

**(V) Verbal** Caster must be able to speak.

**(S) Somatic** Caster must be able to move a hand.

**(M) Material** Caster must possess materials, or use *Focus* if components are 0 gp and not consumed in casting.

PHB 203

## ABILITY SCORES

These numbers represent your base abilities. 10 is “average.” They are seldom used directly. Instead, they determine *Modifiers* (+ or -) you apply to your rolls. The abbreviations refer to these *Modifiers*. PHB 173

<b>STR</b>	<b>Strength</b> Ability to apply force to your environment. Muscle.
<b>DEX</b>	<b>Dexterity</b> Gross and fine motor skills. Agility.
<b>CON</b>	<b>Constitution</b> Ability to overcome harm & debility. Stamina.
<b>INT</b>	<b>Intelligence</b> Ability to recall and analyze information. Intellect.
<b>WIS</b>	<b>Wisdom</b> Awareness of your surroundings. Insight.
<b>CHA</b>	<b>Charisma</b> Influence over others and your own state of mind. Authority.

## MOVEMENT & STRENGTH

<b>Speed</b>	You can walk your <i>Speed</i> in feet per turn, or <i>Dash</i> to move 2× <i>Speed</i> (uses action).
<b>Jump, Long</b>	Running: <i>Strength</i> feet Standing: <i>Strength</i> feet ÷ 2
<b>Jump, High</b>	Running: STR mod+3 Standing: <i>Strength</i> ÷ 2 feet
<b>Jump calculator: <a href="https://bit.ly/5e-jump">bit.ly/5e-jump</a></b>	
<b>Reach</b>	1.5 × Height
<b>Carry</b>	<i>Strength</i> × 15 pounds
<b>Push/Drag/Lift</b>	<i>Strength</i> × 30 pounds

### Movement Hazards

<b>Opportunity Attack</b> PHB 195	Creatures may move freely past allies, but moving past or away from an enemy may trigger an Opportunity Attack.
<b>Falling</b> PHB 183	1d6 bludgeoning damage per 10 feet fallen, max 20d6.
<b>Difficult Terrain</b> PHB 190	Requires one extra foot of movement per foot moved.
<b>Squeezing</b> PHB 192	Squeeze through spaces one class size lower, at one extra foot of movement per foot.



## LIGHT & VISION

<b>Bright</b>	See normally
<b>Lightly Obscured</b>	Dim light or light fog. Sight checks have .
<b>Heavily Obscured</b>	Darkness of night or heavy fog. Creatures are effectively <i>Blinded</i> .
<b>Darkvision</b>	See in Darkness as in Dim Light — but only in grays.
<b>Truesight</b>	See in Darkness and magical darkness; see illusions and invisibility; see Ethereal Plane
<b>Blindsight</b>	Sense surroundings within a given radius without vision.
<b>Tremorsense</b>	Sense origins of surface vibrations.

*More on Light at PHB 183*

we·win·the·game·when·we·tell·a·good·story