

ACTIONS (1 per turn) **MOVEMENTS** (limited by Speed) PLAYING THE GAME The Dungeon Master (DM) describes a • Attack: Roll to hit, melee or ranged. Some • Move: Distance equal to Speed. Crawl, Climb, Swim, Squeeze, Move Across scene and players take turns describing classes and creatures make extra attacks their characters' responses. at higher levels with this action. Difficult Terrain or Move While • Cast Spell: If casting time 1 action. **Grappling:** "Half speed," uses up 10 ft. of For ability checks, saving throws, and attack rolls, roll 1d20 + one ability modifier + • Dash: Double Speed this turn. Speed per 5 ft. distance. proficiency bonus (if proficient in task). Disengage: Avoiding all opportunity attacks • **Drop Prone:** No cost to Speed. while moving; "defensive retreat." The higher the total, the better the effort. • Stand Up: From Prone position/condition, The DM tracks minimum totals needed Dodge: Give attackers disadvantage. costs half Speed that turn. • Escape: Try to break free from grapple. for successful results. • Take Cover: At end of move, half cover • Grapple: Special melee attack. • For initiative rolls, roll 1d20 + Initiative gives +2 to Armor Class and Dexterity (Dex) modifier. Higher totals act before Help: Give an ally advantage on one ability saving throws; three-quarter cover gives lower totals in the same 6-second round. check or attack roll. +5 AC and Dex saves. • During a turn, a character or creature may • Hide: Stealth allowed only if unobserved. **REACTIONS (1 between turns)** do 1 movement, 1 action and up to 1 Ready: Plan to take action as reaction • Cast Spell: If casting time 1 reaction. bonus action. Between turns, do up to 1 when trigger occurs. Opportunity Attack: May make one attack reaction. • Search: Perception or Investigation check. if enemy moves out of reach. Advantage: Roll two d20s and use the • Shove: Special melee attack. Readied Action: After trigger occurs, else higher result. Disadvantage: Roll two d20s • Stabilze: DC 10 Medicine check to aid 0 action wasted. and use the lower result. h.p. dying creature; automatic success if On attack rolls only, a "natural 20" is always using healer's kit. FREE ACTIONS a critical hit, while a "natural 1" is always • Use Object: Pick a lock, activate magical Concentration (Maintain A Spell): Ends if item, cover a hooded lantern, etc. caster starts another concentration spell, Saving throws are rolled as needed at any • Use Potion: Drink or administer. or the caster is incapacitated, stunned, time due to attacks, spells, or hazzards. • Use Shield: Equip or drop a shield. unconscious, or killed. If caster takes A character may die if failing three death damage, a Constitution saving throw is BONUS ACTIONS (up to 1 per turn) saves while at 0 hit points, gaining 6 needed to avoid immediately ending Offhand Attack: If doing Attack as action, levels of exhaustion, or suffering certain spell. DC is equal to 10 or half damage may make one attack this turn if light deadly spells and hazzards. taken, whichever is greater. Each hit weapon in other hand. Specific traits, features, spells, and magic needs a separate saving throw check. • Cast Spell: If casting time 1 bonus action. items may create exceptions to any rules. Interacting With An Object: Generally part of another Movement or Action. Examples: Draw one weapon, drop a held object, or open an unlocked door.

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Page number references...

[PHB] = Dungeons & Dragons Player's Handbook (5th edition) by Mike Mearls and Jeremy Crawford, published Aug. 19, 2014, by Wizards of the Coast (ISBN-10: 0786965606; ISBN-13: 978-0786965601). **[DMG]** = Dungeons & Dragons Dungeon Master's Guide (5th edition) by Mike Mearls and Jeremy Crawford, published Dec. 9, 2014, by Wizards of the Coast (ISBN-10: 9780786965625; ISBN-13: 978-0786965625). [MM] = Dungeons & Dragons Monster Manual (5th edition) by Mike Mearls and Jeremy Crawford, published Sept. 30 2014, by Wizards of the Coast (ISBN-10: 0786965614; ISBN-13: 978-0786965618). **[ERftLW]** = Eberron: Rising from the Last War by Jeremy Crawford, James Wyatt and Keith Baker, published Nov. 19, 2019, by Wizards of the Coast (ISBN-10: 0786966890; ISBN-13: 978-0786966899). **[MOoT]** = Mythic Odysseys of Theros by F. Wesley Schneider, James Wyatt, published July 21, 2020, by Wizards of the Coast (ISBN-10: 0786967013; ISBN-13: 978-0786967018). **[MToF]** = Mordenkainen's Tome Of Foes by Mike Mearls and Jeremy Crawford, published May 29, 2018, by Wizards of the Coast (ISBN-10: 0786966246; ISBN-13: 978-0786966240). **[TCoE]** = Tasha's Cauldron of Everything, published Nov. 17, 2020, by Wizards of the Coast (ISBN-10: 0786967021; ISBN-13: 978-0786967025). **[VRGtR]** = Van Richten's Guide To Ravenloft by F. Wesley Schneider and others, published May 18, 2021, by Wizards of the Coast (ISBN-10: 0786967250; ISBN-13: 978-0786967254). **[VGtM]** = Volo's Guide To Monsters by Mike Mearls, published Nov. 15, 2016, by Wizards of the Coast (ISBN-10: 0786966017; ISBN-13: 978-**[WBtW]** = The Wild Beyond The Witchlight by Chris Perkins and team, published Nov. 15, 2016, by Wizards of the Coast (ISBN-13: 978-**[XGtE]** = Xanathar's Guide to Everything by Mike Mearls and Jeremy Crawford, published Nov. 21, 2017, by Wizards of the Coast (ISBN-10: 0786966114; ISBN-13: 978-0786966110). Books are available from a gaming store near you.

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[TDCS] = Critical Role: Tal'Dorei Campaign Setting by Matthew Mercer, published Oct. 17, 2017, by Green Ronin Publishing (ISBN-10: 1934547840; ISBN-13: 978-1934547847). **[EGtW]** = Explorer's Guide to Wildemount by Matthew Mercer, published March 17, 2020, by Wizards of the Coast (ISBN-10: 0786966912; ĪSBN-13: 978-0786966912). [Gunslinger] = Gunslinger Martial Archetype for Fighters by Matthew Mercer, from https://www.dmsguild.com/product/170778/Gunslinger-[Blood Hunter] = Blood Hunter Class for D&D 5e (2020) by Matthew Mercer, from https://www.dmsguild.com/product/301641/Blood-Hunter-[Maestro] = College of the Maestro - Bard College Option by Matthew Mercer, from https://www.dmsguild.com/product/183630/College-ofthe-Maestro--Bard-College-Option

DOWNLOADS

[Basic Rules] = Dungeons & Dragons Basic Rules, available for download from https://dnd.wizards.com/articles/features/basicrules **[EEPG]** = Elemental Evil Player's Companion, available for download from https://dnd.wizards.com/products/tabletop-games/rpg-[UA Feb. 2015] = Unearthed Arcana: Eberron (v.1), available for download from https://dnd.wizards.com/articles/unearthed-

[UA May 2015] = Unearthed Arcana: Waterborne Adventures, available for download from https://dnd.wizards.com/articles/unearthedarcana/unearthed-arcana-waterborne-adventures

[UA August 2015] = Unearthed Arcana: Modern Magic, available for download from https://dnd.wizards.com/articles/unearthed-arcana/modern-magic. This site also uses Dan Helmick's My New D20 Modern Campaign conversion notes from his 2015 website article on Wizards.com.

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[UA Oct. 2021] = Unearthed Arcana: Travelers Of The Multiverse, available for download from https://dnd.wizards.com/articles/unearthed-

[UA March 2021] = Unearthed Arcana: Folk Of The Feywild, available for download from https://dnd.wizards.com/articles/unearthedarcana/folk_feywild

[TP] = The Tortle Package, see https://dnd.wizards.com/products/tabletop-games/digital-only-rpg-products/tortle-package

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