

HOW TO DO THINGS

To make an attack roll:

Melee: d20 + Strength bonus (or Dexterity if using finesse weapon) + proficiency bonus

Ranged: d20 + Dexterity bonus (or Strength if using thrown weapon) + proficiency bonus

Spell: d20 + spellcasting stat modifier (Int, Wis, or Cha, depending on class) + proficiency bonus

If you roll a 20 on the die, that's a **critical hit!** Your attack automatically hits, and you roll double the damage dice, if any.

To make a saving throw: d20 + stat modifier (+ proficiency bonus if granted by your class).

To make a skill or ability check: d20 + stat modifier (+ proficiency bonus if you're trained in the skill, or if a class feature gives you the proficiency bonus in this situation)

To cast a spell: Tell the DM which spell you are casting and, if it's not a cantrip or ritual, which slot you are using to cast it. Resolve the effects in the spell description. The DC to resist your spells is 8 + spellcasting stat modifier + proficiency bonus + any special modifiers.

When it's your turn in combat: You can move a distance up to your speed and take one action, as well as any bonus actions granted by your class. These can happen in any order.

Typical actions include making an attack, casting a spell, or using the Dash, Disengage, Dodge, Hide, Help, Interact with Object, Search, or Ready actions.

You aren't limited to these actions, though! Ask the DM if you want to try something different. Most of the time, it will be possible, as long as you can succeed at a skill check or an ability check. You are only limited by your imagination.

SHORT AND LONG RESTS

Short rests are periods of downtime at least 1 hour long. During a short rest, you can expend Hit Dice to replenish your hit points. Your class may also allow you to regain certain resources (eg. superiority dice, spell slots) on a short rest.

Long rests are periods of downtime at least 8 hours long. After a long rest, you will regain all hit points, all spell slots, and a number of Hit Dice equal to half your level. You can only benefit in this way from one long rest every 24 hours.

DEATH AND DYING

If your hit point total drops to 0, you are knocked unconscious, and must begin making special *death saving throws* at DC 10 that are not tied to a stat. If you fail three times, you die. If you succeed three times, you are stable and no longer need to make death saving throws.

ADVANTAGE/DISADVANTAGE

When you have *advantage*, roll 2d20 and use the higher number for your roll.

When you have *disadvantage*, roll 2d20 and use the lower number for your roll.

INSPIRATION

If you have inspiration, you can expend it to give yourself advantage on one attack roll, saving throw, skill check, or ability check. You can also give it to another character.

Remember that you cannot stack inspiration; you either have it or you don't.

... AND ALWAYS REMEMBER:

- Round down.
- Specific beats general.
- This is an open-ended game. You can try anything you can imagine.
- Have fun!