



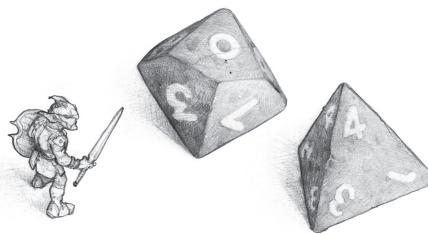
# D&D QUICK REFERENCE

Use this sheet to help you on your first few adventures!



## CALCULATING YOUR ROLL RESULT

1. Roll a 20-sided die (d20).
2. Add the appropriate modifier.
3. Tell the Dungeon Master your result.



## ROLLING A D20

- The Dungeon Master may give an action a Difficulty Class, or DC. This is the minimum number you need to reach to succeed at your action. Armor Class is similar to this, and is the minimum number you need to reach to successfully hit an opponent with an attack roll.
- When you roll a 20 on the die during an attack roll, it is called a critical hit and allows you to deal extra damage.
- When you roll a 1 on the die during an attack roll, the attack roll automatically fails.

## ADVANTAGE AND DISADVANTAGE

Sometimes a condition will grant you advantage or disadvantage:

- Advantage.** Roll a d20 twice and take the higher roll.  
**Disadvantage.** Roll a d20 twice and take the lower roll.

## COMBAT STEP BY STEP

- Determine surprise.** The DM determines whether anyone involved in the combat encounter is surprised.
  - Establish positions.** The DM decides where all the characters and monsters are located. Given the adventurers' marching order or their stated positions in the location, the DM figures out where the adversaries are—how far away and in what direction.
  - Roll initiative.** Everyone involved in the combat encounter rolls initiative, determining the order of combatants' turns.
  - Take turns.** Each participant in the battle takes a turn in initiative order.
  - Begin the next round.** The round ends when everyone involved in the combat has had a turn.
- Repeat step 4 until the fighting stops.



## ACTIONS IN COMBAT

<b>Attack</b>	Swing a sword, fire an arrow, etc.
<b>Cast a Spell</b>	Choose a spell and cast it.
<b>Dash</b>	Gain extra movement for your current turn equal to your speed, after applying any modifiers.
<b>Disengage</b>	Safely move away from a foe without provoking an opportunity attack.
<b>Dodge</b>	Until your next turn, it's harder to hit you.
<b>Help</b>	Make a Dexterity (Stealth) check in an attempt to hide.
<b>Hide</b>	Make a Dexterity (Stealth) check in an attempt to hide.
<b>Ready</b>	Delay your action until a circumstance is met.
<b>Search</b>	Look for something. The DM might have you make a Wisdom (Perception) check or an Intelligence (Investigation) check.
<b>Use an Object</b>	Use something not covered by another action.

## ADDITIONAL ACTIONS

In addition to an action in combat, you also may perform one of the following:

- Bonus action.** You can take a bonus action only when a special ability, spell, or other feature of the game states that you can do something as a bonus action.
- Reaction.** Certain special abilities, spells, and situations allow you to take a special action called a reaction. A reaction is an instant response to a trigger of some kind, which can occur on your turn or on someone else's.

## DAMAGE

When you take damage, deduct the damage number from your Hit Points. If you reach 0 Hit Points, you likely fall unconscious. You'll then need to succeed on three death saving throws or receive healing. Otherwise, you die.

## OTHER THINGS TO KNOW

It's okay if you don't know every rule! Jumping in and playing is the best way to learn. When in doubt, your Dungeon Master will make the final ruling, or you can decide as a group what works best. The most important rule to remember is to have fun. Visit [playdnd.com](http://playdnd.com) for more learn-to-play resources.