

Using Abilities and Checks

Base Stats

Strength - Physical power

Dexterity - Agility

Constitution - Endurance

Intelligence - Reasoning and memory (Wizard)

Wisdom - Perception and insight (Clerics, Druids and Rangers for spellcasting)

Charisma - Force of personality (bards, sorcerers and warlocks)

Associated Skills

Strength Athletics

Dexterity Acrobatics | Sleight of Hand | Stealth

Intelligence | Arcana | History | Investigation | Nature | Religion

Wisdom | Animal Handling | Insight | Medicine | Perception | Survival

Charisma | Deception | Intimidation | Performance | Persuasion

Strength

- Any attempt to lift, push, pull or break something.
- Added to melee attack value.

Athletics

- Climbing, jumping, swimming.

Dexterity

- Agility, reflexes and balance.
- Added to ranged attack
- Disable traps
- Picking a lock
- Added to some armour classes
- Used for Initiative

Acrobatics

- Dives, rolls, flips, somersaults
- Running on ice, balance on a tightrope, stay upright

Sleight of hand

- Planting objects, concealing things, pickpocketing

Stealth

- Hide, slip past unnoticed, sneak up on someone

Constitution

- Health
- Stamina
- Add constitution modifier to each hit die rolled for hit points
- Modifier used to determine hit points

Intelligence

- Mental acumen
- Reasoning
- Memory and recall
- Used by Wizards for spellcasting

Arcana

- Lore about magical spells / items / runes

History

- Events / kingdoms / people

Investigation

- Finding clues and making deductions

Nature

- Plants / terrain / animals / weather

Religion

- Lore about deities / rites / prayers / cults

Wisdom

- Perception and intuition
- Read feelings / body language
- Used by Clerics, Druids and Rangers for spellcasting

Animal handling

- Calm an animal

Insight

- Revealing a lie
- Predicting someone's next move

Medicine

- Make a diagnosis
- Stabilise the wounded

Perception

- Find a hidden object
- Detect presence
- Awareness of surroundings

Survival

- Follow tracks / hunt
- Act as a guide through terrain

Charisma

- Interacting with others
- Confidence / eloquence
- Used by bards, sorcerers and warlocks for spellcasting

Deception

- Hide the truth, physically or verbally

- Fast talking
- Conning
- Disguises

Intimidation

- Influence via aggression

Performance

- Entertaining - music / dance / acting / storytelling

Persuasion

- Influence via tact / social grace or good nature

Ability Scores and Modifiers

Modifier = (score - 10) / 2 rounded down

Score	Modifier	Score	Modifier
1	-5	16 - 17	-5
2 - 3	-4	18 - 19	-5
4 - 5	-3	20 - 21	-5
6 - 7	-2	22 - 23	-5
8 - 9	-1	24 - 25	-5
10 - 11	0	26 - 27	-5
12 - 13	+1	28 - 29	-5
14 - 15	+2	30	-5

Ability Checks

Decide which of the six abilities is relevant to the task at hand and choose a difficulty class.

Task Difficulty	DC
Very easy	5
Easy	10
Medium	15
Hard	20
Very hard	25

Success:

`D20 roll + ability modifier + proficiency bonuses >= ability check`

Passive Checks

This is a special kind of ability check that doesn't involve any die rolls, useful for secretly determining if something succeeded e.g. noticing a hidden monster. Hiding always relies on this check.

`10 + all modifiers that normally apply to the check
Advantage + 5
Disadvantage - 5`

Group Checks

`All make check. Half pass => all pass, otherwise all fail`

Hiding Checks

To hide, make a Dexterity[Stealth] check (stealth result). Characters may only attempt to stealth when stopped or moving slowly.

While hidden, this stealth result is contested by those actively seeking the player or those that might passively notice them.

Actively searching

- Stealth result vs Wisdom[Perception] check

Passively noticing:

- Stealth result vs Passive Wisdom[Perception] check

Saving Throws

Attempt to resist a spell, poison, trap or some other threat because the character is at risk. This is always a base stat rather than a skill, with each class having a proficiency in a certain set of skills for saving throws.

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d20
+ ability modifier
+ proficiency modifier
+ situational bonuses / penalty
```

Subject to advantage and disadvantage.

The DC for a saving throw is determined by the effect that causes it.

```
DC for spell =>
8 + spellcasters ability modifier + proficiency bonus
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