D20整理：

1. 关于player的turn的list

initial roll:

**Roll initiative**. Everyone in the combat encounter rolls initiative, determining the order of combatants' turns.  do so. All combatants are now ready to begin their first regular round of combat.

**Take turns.**Combatants act in initiative order (highest to lowest).

**Begin the next round.**When everyone has had a turn, the combatant with the highest initiative acts again, and ~~steps 4 and 5~~ repeat until combat ends.

The initiative order remains the same from round to round.

Optionally, the GM can have the tied characters and monsters each roll a d20 to determine the order, highest roll going first.

这些话在d20网页上搜 The order of combat 可以搜索到

Joey上课说的公式是 1d20+dex modifier来算每个人的顺序

1. attack roll

attack roll是什么：When you make an attack, your attack roll determines whether the attack hits or misses.

再理解：If there's ever any questions whether something you're doing counts as an attack, the rule is simple: if you're making an attack roll, you're making an attack.

怎么算： To make an attack roll, roll a d20 and add the appropriate modifiers. If the total of the roll plus modifiers equals or exceeds the target’s Armor Class (AC), the attack hits.

Your [attack roll](http://5e.d20srd.org/srd/combat/combatStatistics.htm#attackRoll) is 1d20 + your **ability modifier** + your **proficiency bonus** if you're proficient with the weapon you’re using.

Ability Modifier是啥. The ability modifier used for a melee weapon attack is Strength, and the ability modifier used for a ranged weapon attack is Dexterity.

***Proficiency Bonus***可以无视了***。***

特殊情况：If the d20 roll for an attack is a 20, the attack hits regardless of any modifiers or the target’s AC. This is called a [**critical hit**](http://5e.d20srd.org/srd/combat/damageAndHealing.htm#criticalHits).

特殊情况：If the d20 roll for an attack is a 1, the attack misses regardless of any modifiers or the target’s AC.

Joey上课说的：人的str + equipment的增加值+modifier（这里我理解就是attack bonus吧）

这些话可以搜索 Making an attack查到

1. damage

 You roll the damage die or dice, add any modifiers, and apply the damage to your target.

When attacking with a weapon, you add your ability modifier—the same modifier used for the attack roll—to the damage

只找到这么一句有用的话，后面说多少伤害也要dice加上modifier，不过不知道怎么摇骰子。我估计damage bonus也要加到这里

这些话搜索damage and healing可以得到。

1. 属性介绍

Str : You add your Strength modifier to your attack roll and your damage roll when attacking with a melee weapon

Dex: You add your Dexterity modifier to your attack roll and your damage roll when attacking with a ranged weapon

Con: Your Constitution modifier contributes to your hit points. Typically, you add your Constitution modifier to each Hit Die you roll for your hit points.

升level的时候，hp本来的因为level而升的值要加上con modifier的值，这是每次升级的hp增加值

Int:没用

Wis:没用

Cha:没用

Armor Class: 跟attack roll比较的一个值

Joey原话：based on dexterity modifier and worn armor

10 + [armor bonus](http://www.d20srd.org/srd/theBasics.htm#armorBonus) + [shield bonus](http://www.d20srd.org/srd/theBasics.htm#shieldBonus) + Dexterity modifier

Attack Bonus: 加到attack roll里的一个值

Joey原话：based level and strength/dexterity modifiers

Your attack bonus with a melee weapon is:

Base attack bonus + Strength modifier

With a ranged weapon, your attack bonus is:

Base attack bonus + Dexterity modifier

Damage Bonus:算在damage里的一个值

Joey原话：based on strength modifier, only for melee weapons