**Playing the Game – A Dungeons & Dragons Quick Guide**

**How to Play**

1. DM (Dungeon Master) describes the scenario.
2. You say what you want to do (a dice roll may be requested)
3. The DM describes the result.

**The Roll of Dice**

* A 20-sided die (d20) defines success/failure in the game. A roll, with modifiers, that meets or tops a DM-set target succeeds.
	+ **Advantage**: Roll a d20 twice and use the higher number.
	+ **Disadvantage**: Roll a d20 twice and use the lower number.
* **Round Down**: If a roll ever results in a fraction, round down.
* **Inspiration**: Your DM can bestow Inspiration. Use it to get Advantage on one d20 roll or gift it to a fellow player.
* **Reactions** (once per turn): Reactions are unique actions triggered by specific events. They can occur anytime, even during another player’s turn.

**On Your Turn**

* Move up to your speed
* Take an Action
* Take a Bonus Action (if available)
* Interact with something.

**Actions**

* **Attack:** Make one melee or ranged attack, or attempt to grapple or shove a creature.
	+ **Grapple**: Grappling seizes a creature, subjecting them to the grappled condition.
	+ **Shove**: Shoving is a melee attack that can either knock a creature prone or push it 5 feet away.
* **Cast a Spell**: Many spells take one action, but some take a Bonus Action or longer.
* **Dash:** Take more movement this turn.
* **Disengage:** When you move past enemies this turn they can’t make Opportunity Attacks.
* **Dodge:** Attacks against you have Disadvantage. DEX saving throws have Advantage.
* **Help:** Assist someone with a task or attack, giving them Advantage.
* **Hide**: Make a Stealth check to hide.
* **Ready:** Choose an action and an event to trigger that action. If the event occurs, take that Action on your Reaction (see Reactions)
* **Search**
* **Use an Object**
* **Improvise**

**Combat Guide**

**INITIATIVE**

To decide turn order, roll a d20 plus your Dexterity Modifier when combat begins.

**MAKING AN ATTACK**

1. Pick a target in range.
2. Roll a d20 and add Attack Modifier. If it equals or tops target’s Armor Class, roll damage.
3. Roll damage and add modifiers from weapon/attack details.

**CRITICAL HITS**

A roll of 20 is a critical hit. Roll all damage dice two times, then add any modifiers.

**RANGED WEAPONS**

Ranged weapons list two ranges (eg. 20/60). Beyond normal range, attacks have Disadvantage and can’t exceed long range.

**KNOCKING A CREATURE OUT**

If a melee attack reduces a creature to 0 HP, you can choose to knock them out instead of killing them.

**OPPORTUNITY ATTACKS**

If a visible hostile creature next to you moves out of reach, you can react with a melee attack.

**HIT POINTS(HP)**

HP indicates your durability, going from Hit Point Maximum to 0, decreasing with damage, rising with healing.

**INSTANT DEATH**

If leftover damage, after reducing you to 0 HP, equals or tops your HP max, you die

**FALLING UNCONSCIOUS**

Upon reaching 0 HP without dying, you fall unconscious. If starting a turn with 0 HP, roll for a Death Save.

* 3 successes stabilizes you, but you’re still unconscious.
* 3 failures kills you.
* Damage at 0 HP equals a failure.
* Critical Hits cause two failures.
* Melee hits are Critical.
* Restored HP erases Death Saves and revives you.
* You can stabilize an unconscious creature with a DC 10 Medicine check. They stay unconscious but skip Death Saves.

**REST & RECOVERY**

* **Short Rest (1 Hour)**
* To regain HP, roll Hit Dice adding your Constitution modifier.
* **Long Rest (8 hours)**
* Restore lost Hit Points, abilities, and half your total number of Hit Dice.

**SPECIAL MOVEMENTS**

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| --- | --- |
| **Movement** | **Cost** |
| Drop Prone | No Cost |
| Stand Up | Half your movement |
| Jump | Jump 1 ft, per ft cleared |
| Difficult Terrain/ Climb / Crawl / Swim | Move at half speed (Cost 10 ft for every 5 ft traveled) |

**ABILITY SCORES**

Six abilities determine many skills in Dungeons & Dragons. Strength (STR), Dexterity (DEX), Constitution (CON), Intelligence (INT), Wisdom (WIS), and Charisma (CHA).

Use of these skills can be explained with a tomato.

Strength is being able to crush a tomato. Dexterity is being able to dodge a tomato. Constitution is being able to eat a bad tomato. Intelligence is knowing a tomato is a fruit. Wisdom is knowing not to put a tomato in a fruit salad. Charisma is being able to sell a tomato-based fruit salad.