

Advantage: Roll 2 d20's and take the highest, then add the respective modifier. Many effects can provide advantage for many skill checks or saving throws. Spells, assistance from an ally, a weakened or surprised enemy or even a generally good roleplaying moment.

Disadvantage: Roll 2 d20's and take the lowest, then add the respective modifier. Like advantage, disadvantage can come from many sources, such as an awkward conversation, something weakening you, or a spell from an enemy. (Note: Advantage and Disadvantage cannot stack, meaning you will never have to roll more than 2 d20's and take the lowest/highest. With this in mind however, if a source is providing advantage, while another source is providing disadvantage, they cancel.)

Concentration: If a spell requires concentration, it lasts until you break concentration which can be done at any time you like, or if it's broken through damage. You may only concentrate on one spell at a time. If you take damage while concentrating a constitution saving throw must be made with a DC equal to half the damage taken rounded up, minimum DC 10.

Casting Spells: When casting a leveled spell (level 1 or higher) mark off the spell slot for the level it was cast. A spell may be cast as many times as you like per day as long as you have spell slots for it. Spells may be cast using higher level slots to make them more powerful/potent in some cases, or if you've run out of the lower-level spell slot.

Making Ranged Attacks (Spells and Weapons): Spells and weapons with a range further than touch will incur disadvantage if done when in melee range of an enemy, even if that enemy isn't the target. Ranged weapons have 2 range labels, normal/long. Past the normal range disadvantage is incurred, and after the long range the attack cannot hit.

Going Unconscious: 0 hit points does not automatically mean death, instead you become unconscious and have to make death saving throws. On the top of your turn, you roll a d20. On a 10 or higher, you succeed 1 death save, otherwise it is 1 failure. A critical success (Natural 20) causes you to automatically regain consciousness with 1 HP. A critical failure (Natural 1) causes you to fail 2 death saves rather than just 1. Death saves continue until you reach 3 successes, 3 failures, or you are healed.

Rests – Healing and Hit Dice: There are 2 types of rests in D&D, the long rest and the short rest.

Long rest: After a long rest regain all lost HP, all used spell slots, and half of your maximum hit dice rounded up, as well as any class/race features only usable once per long rest. This rest lasts 8 hours (1 full night's sleep) and is difficult to achieve due to the dangers of the world.

Short rest: During a short rest you may chose to expend any number of hit dice, roll them, and regain that much HP. Any abilities usable once per short rest will be regained. **Spell slots expended ARE NOT regenerated during this rest.** This rest lasts about 1 hour and easy activities can be completed during it (such as crafting a piece of clothing, fixing a weapon or attuning to an item).

Critical Success – Natural 20: When you roll for an attack and the result on the die (before any modifiers) is a 20, that is a critical success. A critical success CANNOT miss, and does double the dice damage. For this you have 2 options; you may either roll your normal damage dice and double the result, or roll twice the dice, but you must choose before you roll.

Example: You roll a Nat 20 on an attack with a short sword (1d6+3 damage) you may roll 1d6 and double the result, then add 3, or roll 2d6 add them together and add 3.

Note: A critical failure to hit will always miss the target even if you would technically beat its armor class, and in some cases if you made a risky move, could have consequences.

Actions in Combat

(1 round of combat only lasts 6 seconds, which is important to keep in mind when you consider your action economy or feel like you can't do enough during your turn.)

Economy: Every player gets 1 action, 1 bonus action, 1 free action, movement, and 1 reaction every single round of combat. How each of these are utilized are up to the player.

- **Action:** Most things available to you will require your entire action to complete. Big spell casts, weapon attacks, and many other things.
- **Bonus Action:** A short action that can typically be done very quickly. A small spell, activating rage, or a second-hand slash fall in this category. Not everyone gets many bonus action abilities.
- **Free Action:** Something inconsequential such as pulling a dagger off your belt, shouting to your teammate across the room, or making a silly face at the enemy.
- **Movement:** Moving as far as your movement will allow across the battle field.
- **Reaction:** Many spells can fall into the category, but the important one is the opportunity attack. If you make an opportunity attack you cannot cast a reactionary spell until your next turn.

Options: Attacking and moving may seem like your only options in combat, but there are actually many different options that aren't always obvious.

- **Help:** Give an ally advantage on the next ability check you are helping with, or advantage to attack an enemy you are within 5 ft of until your next turn.
- **Grapple:** Make a contested strength check to grapple the target.
- **Shove:** Make a contested strength check to knock a target prone or push it 5 feet away.
- **Dash:** Use your action to double your movement speed for the turn.
- **Disengage:** Make a clean escape from the targets around you without provoking an opportunity attack.
- **Dodge:** Until your next turn, attacks made against you have disadvantage and you have advantage on dexterity saving throws.
- **Hide:** Make a stealth check to attempt to hide from enemies.
- **Ready:** Ready an attack or spell to be used as your reaction at the condition specified Note: if a spell is readied in this manner and isn't triggered, the spell slot is still used. You are considered concentrating while readying a spell
- **Search:** Use an investigation or perception check to search your surroundings. Useful for identifying hidden or stealthed enemies, as well as looking for an escape route in dangerous situations.
- **Use an Object:** An object that requires time to interact with such as a key to open a door, or activating a magical item.
- **Improvise:** You are not bound to just these actions and your combat skills while in combat. This is a roleplaying game and if you would like to try something crazy, we can find a way to pull it off with some sort of roll.

Active Conditions

- **Blind** – You cannot see and fail all ability checks that require sight automatically. Attack rolls against you have advantage, and you have disadvantage to attack.
- **Charmed** – You view the charmer as an ally. You cannot attack or harm them in any way purposefully. They have advantage on all social skill checks against you.
- **Deaf** – You cannot hear and fail any ability check that requires hearing automatically.
- **Frightened** – You are terrified and cannot face your fear. You have disadvantage on ability checks and attack rolls if you can see the source of fear. You may not willingly move towards the source of your fear either.
- **Grappled** – Something is holding you, keeping you from moving. You have a speed of 0. The condition only ends if you can free yourself; removing the grapple effect, being thrown aside, or the grappler being incapacitated.
- **Incapacitated** – You cannot take actions or reactions.
- **Invisible** – You are completely hidden from sight. You cannot be seen without magical aid or special sense. You may be detected by noise you make and tracks you leave. Attack rolls against you have disadvantage, your attack rolls have advantage.
- **Paralyzed** – You are incapacitated, as well as being unable to move or speak. You automatically fail strength and dexterity saving throws. Attack rolls against you have advantage. Melee attacks against you automatically crit if they hit.
- **Petrified** – You are transformed to stone, along with all of your clothes and belongings. Your weight increases 10x and you no longer age. You become paralyzed, and unaware of your surroundings, but melee attacks are NOT critical hits. You're resistant to all damage, and immune to poison and disease.
- **Poisoned** – You feel sick and cannot perform at your best. You have disadvantage on all attack rolls and ability checks.
- **Prone** – You are on the floor, your only options being to crawl or stand up. You have disadvantage on attack rolls. Melee attacks have advantage and Ranged attacks have disadvantage against you.
- **Restrained** – Something is holding you down. You have a speed of 0, disadvantage on all attack rolls and dexterity saving throws, and attacks against you have advantage.
- **Stunned** – You're in a daze. Incapacitated, and can't move, you can barely speak. Attack rolls against you have advantage, and you automatically fail strength and dexterity saving throws.
- **Unconscious** – You are dying, paralyzed, fall prone, and unaware of your surroundings. You are automatically crit by melee attacks that hit and lose 2 death saving throws.

Skills

Strength: Athletic ability; raw strength such as how hard you can hit or push something

- **Athletics** – Your ability to climb, jump, swim or otherwise perform strenuous activities.

Dexterity: A measure of your nimbleness; The ability to be quietly, careful or graceful.

- **Acrobatics** – Your ability to make a graceful landing, stay on your feet, or land a difficult stunt
- **Sleight of Hand** – The ability to use your hands in an agile way; for pickpocketing, slipping things in pockets, forging documents, as well as picking locks
- **Stealth** – Remaining unseen or quiet. Finding an effective space to hide or covering your tracks.

Intelligence: Your book smarts; The ability to remember events, understand the arcane, and think on the fly.

- **Arcana** – The ability to understand arcane sigils, recall magical lore, and understand spells and extraplanar beings.
- **History** – Recollection of historical events, people, kingdoms, wars, and lost civilizations.
- **Investigation** – Finding and connecting clues to deduce the location of hidden objects or people.
- **Nature** – Understanding of nature, weather, plants, animals and how to survive certain terrains.
- **Religion** – Recollection of deities, religions, cults, and recognition of holy or cultish symbology.

Wisdom: Your ability to understand people and animals. A representation of your intuition.

- **Animal Handling** – Understanding, calming, and taming of many different beasts.
- **Insight** – How well you understand people. Reading into words and expressions to deduce their thoughts.
- **Medicine** – Anatomical background, helping you dress wounds, find causes of ailments, or field dress a kill.
- **Perception** – Measure of your awareness. How well you can hear footsteps or spot someone watching you from behind a tree
- **Survival** – How well you can identify, perceive, or predict changes in weather, dangerous animals nearby or other hazards while out in nature.

Charisma: Measure of your social skill. Your ability to convey your message to convince others.

- **Deception** – Your ability to lie, whether that be verbally, through an accent, or with a disguise.
- **Intimidation** – How well you can threaten others with your presence.
- **Performance** – Getting an audience on your side, through speech, song, dance, or other means.
- **Persuasion** – Convincing others that what you're saying is a good idea.