



Common Acronyms and Terms

RPG - role playing game
DM / GM - dungeon master / game master
PC - player character
NPC - nonplayer character
HP - hit points
AC - armor class
XP - experience points
DC - difficulty class

Advantage - roll a second d20, take the higher roll
Disadvantage - roll a second d20, take the lower roll
Ability Check - roll a d20 and add the appropriate ability modifier. The roll determines your character's outcome in overcoming a task or challenge.
Proficiency Bonus - your character is particularly skilled in a certain task. Add your proficiency bonus to ability checks made for that skill.
Skills - specific aspects of abilities. Your character has unique skills that they have focused training on.
Initiative - decides combat order. Every participant rolls a Dexterity check to determine their place in the order.
Speed - determined by your character's race. This number tells you how far you can move in combat.



Dice

d20 - 20 sided dice. used for checks and attacks.
d12 - 12 sided dice. soccer ball shape. used to determine damage.
d10 - 10 sided dice. both used to determine a percentage. individual dice used to determine damage.
d8 - 8 sided dice. stacked pyramid shape. used to determine damage.
d6 - 6 sided dice. cube shape. used to determine damage.
d4 - 4 sided dice. pyramid shape. used to determine damage.



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Abilities

Strength (Str) - measures physical power

Dexterity (Dex) - measures agility

Constitution (Con) - measures endurance

Intelligence (Int) - measures reasoning and memory

Wisdom (Wis) - measures perception and insight

Charisma (Cha) - measures force of personality



Combat Step by Step

1. **Determine surprise.** DM determines whether anyone involved in combat encounter was surprised.
2. **Establish positions.** DM decides where all characters and monsters are located.
3. **Roll initiative.** Everyone rolls initiative determining the order of combat.
4. **Take turns.** Each participant takes a turn.
5. **Begin next round.** After everyone takes a turn, the round ends. Repeat step 4 until fighting stops.

Your Turn in Combat

On your turn, you can **move** a distance up to your speed and **take one action**.

Various class features, spells, and other abilities allow you to take another action on your turn. This is called a **bonus action**. You can only take one bonus action on your turn.

Actions in Combat

Attack - most common action. Examples include swinging your sword, firing an arrow, or casting a spell.

Spell Casting - spells each have a casting time that specify when the caster can use it. Typically, spells take 1 action.

Dash - you can move double your speed this turn.

Disengage - you do not provoke opportunity attacks for the rest of your turn.

Dodge - you focus on avoiding attacks. Until the start of your next turn, attacks made against you have disadvantage as long as you can see the attacker.

Help - you can assist another creature to complete a task or to make their attack more effective. Before your next turn, the ally has advantage on their ability check for the task or their first attack roll against a target.

Making an Attack

1. **Choose a target.** Pick a target within your attack's range.
2. **Determine modifiers.** Ability modifier for a melee weapon is Strength and for a ranged weapon Dexterity. Spells that require attack rolls may use Wisdom, Intelligence, or Charisma depending on the class.
3. **Resolve the attack.** On a hit, you roll damage.

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