

General Gameplay

1. DM describes the scenario.
2. Players decide what actions to take.
3. DM determines if a **check** is required for that action; if so, players and/or DM roll.
4. DM describes the outcome.

Rolling the Dice

- A check or attack is always rolled with a **d20**.
- When you have **advantage**, you roll two d20s and take the **higher** roll.
- When you have **disadvantage**, you roll two d20s and take the **lower** roll.
- If you have **inspiration** from the DM, you can use it to gain **advantage** on one roll of your choice.
- If you have **bardic inspiration**, you roll the indicated die and **add** that value to your d20 roll.
- If any roll results in a fraction, **round down**.

Ability Checks

- An **ability check** is a d20 roll + the **modifier** of the indicated ability, which may be a negative value.
- You do not apply your proficiency bonus to this roll unless told otherwise.
- Advantage, disadvantage, and inspiration can apply.

Skill Checks

- A **skill check** is a d20 roll + the **score** of the indicated skill, which may be a negative value.
- Proficiency bonus is *already included* in the score.
- Advantage, disadvantage, and inspiration can apply.

Saves

- A **save** is a d20 roll + the **save** of the indicated ability, which may be a negative value.
- Proficiency bonus is *already included* in the save.
- Advantage, disadvantage, and inspiration can apply.

Attacks

- An **attack** is a d20 roll + the **attack bonus** of the equipped weapon, or d20 + the **spell attack bonus**.
- Proficiency bonus is *already included* in the attack bonus.
- Advantage, disadvantage, and inspiration can apply.

Critical Rolls

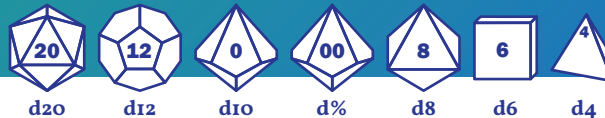
- When a check or attack roll with a d20 has a 1 on the die face, this is called a **natural 1**, a **critical miss**, or a **critical failure**, and it *almost* always fails.
- When a check or attack roll with a d20 has a 20 on the die face, this is called a **natural 20**, a **critical hit**, or a **critical success**, and it *almost* always succeeds.
- **The DM may ask you to roll a d20 to “confirm” the critical.**

Abilities: The Tomato Challenge

- **Strength (STR)** governs your physical prowess, such as crushing a tomato with your bare hand or throwing it.
- **Dexterity (DEX)** governs your flexibility and coordination, such as juggling multiple tomatoes or dodging a thrown tomato.
- **Constitution (CON)** governs your health and durability, such as eating a bad tomato without ill effects or holding your breath while submerged in a vat of tomato juice.
- **Intelligence (INT)** governs learning, recall, and analysis, such as knowing ideal growing conditions for tomatoes, and that tomatoes are a fruit.
- **Wisdom (WIS)** governs observation and intuition, such as spotting an incoming thrown tomato or knowing instinctively that tomatoes don't belong in a fruit salad.
- **Charisma (CHA)** governs confidence and persuasiveness, which is why you're able to convince others to try eating a tomato-based fruit salad.

Skills: What to Use When

- Use **Acrobatics** to move deftly, such as somersaulting or catching a falling object before it hits the ground.
- Use **Animal Handling** to teach a dog a trick or to calm a frightened horse.
- Use **Arcana** to identify a magical spell or effect, or to recall the abilities and weaknesses of a magical creature.
- Use **Athletics** to exert yourself physically, such as climbing a wall or swimming against a current.
- Use **Deception** to conceal your motives, carry off a disguise, or to feign or bluff.
- Use **History** to recall personal experiences, notable figures, local lore, or ancient events.
- Use **Insight** to get a “gut check” on someone's motivations or to intuit a course of action.
- Use **Intimidation** to cow an enemy or threaten an uncooperative witness.
- Use **Investigation** to make a thorough search of an area or to apply logic to a problem.
- Use **Medicine** to identify a poison or to treat wounds.
- Use **Nature** to recall properties of the natural world and the abilities and weaknesses of mundane creatures.
- Use **Perception** to take in the details of a scene with all available senses.
- Use **Performance** to entertain or impress others, which may also serve as a conduit for influence or distraction.
- Use **Persuasion** to rally others to a cause or convince them to a change their course of action.
- Use **Religion** to recognize the rites and symbols of a faith, or to identify undead or extraplanar creatures.
- Use **Sleight of Hand** to pick pockets or to conceal a weapon or small object.
- Use **Stealth** to move quietly and avoid observation.
- Use **Survival** to follow tracks, forage for food, or discern weather patterns.



Encounters & Combat

1. Surprise round: if one group of combatants takes the other unaware, they are able to have a full round before their opponents.
2. DM calls for an **initiative roll**.
3. All combatants take their turn based on their initiative rolls, with the highest rolls going first. If there's a tie, players may decide for themselves who goes first.
4. After the last combatant has had their turn, a new round begins at the top of the initiative order.
5. The encounter ends when only one side of combatants remains, with all enemies having surrendered or fled, or having been killed or rendered helpless.

Taking Your Turn

When it is your turn in the initiative you may choose to do all, some, or none of the following:

- **Move** a distance equal to or less than your speed allows.
- Take an **action**.
- Take a **bonus action**.
- **Make a knowledge skill check**.
- Interact with your environment.

Actions

- **Attack** with a melee or ranged weapon, attempt to **shove** or **trip** an opponent, or use a special battle maneuver.
- **Cast a spell** which has a casting time of one action.
- **Dash** by expending your action to move a distance equal to or less than your speed allows (aka “double move”).
- **Disengage** from combat and avoid attacks as you move away from opponents.
- **Dodge** incoming attacks through self-defense and dexterous avoidance; enemies have **disadvantage** on their attacks and your DEX saves have **advantage**.
- **Help** an ally with a task or attack, giving them **advantage** on their effort.
- **Ready** an action to be used when a specific event occurs to trigger it as a **reaction**.

Bonus Actions & More

- **Drinking a potion is a bonus action under House Rules.**
- Some skill checks can be made as part of your **move** (e.g. **Acrobatics, Athletics, Sleight of Hand, and Stealth**) as can simple environmental interactions (e.g. drawing a weapon or opening an unlocked door).
- Some skill checks can be made as a **bonus action**: **Deception, Insight, Intimidation, Investigation, and Perception**.
- **Knowledge skill checks (Arcana, History, Nature, and Religion) can be made as a “free action” under House Rules.**
- Complex skill checks or interactions may require an **action**, or may not be possible during combat.
- Certain class abilities, spells, and special attacks can be made as a **bonus action**.

Reactions

Once per round, each combatant may take one reaction in response to another's combatant's action, a pre-selected trigger, or to a change in the environment.

- Making an **Opportunity Attack** against an opponent who moved out of melee threat range without taking the **Disengage** action.
- Casting a reaction spell, such as *shield* or *feather fall*.
- Performing a **readied action**.
- Making an **Arcana** check and then, if successful, **counterspelling**.
- Certain class abilities and special attacks can be made as a **reaction**.

Improvising

Not every possible action is covered by either the base rules or the House Rules! When you want to do something different, tell the DM what you want to do during your turn and they will let you know whether that activity requires a **move**, an **action**, a **bonus action**, a “free action”, or some combination thereof.

A skill or ability check may also be required..

Damage

Upon a successful hit, roll for damage using the indicated damage die + damage modifier.

- The damage modifier should include the player's proficiency bonus (if proficient with that weapon), the ability modifier associated with the weapon type (e.g. DEX for finesse weapons and bows or STR for melee and thrown weapons), and any additional modifier given by the weapon, such as a magical enhancement.
- **In the event of a confirmed critical hit, House Rules offer “crit insurance”: instead of rolling the damage die twice, roll once, add the max value of the base die, then add double the damage modifier.**
- When calculating damage from a critical hit, special damage—such as from a flaming weapon, smite, or a sneak attack—is applied only once.

Hit Points

- Upon receiving damage, subtract the amount of damage from the current (or total, if previously undamaged) hit points (hp) available.
- If you have **temporary hit points**, subtract damage taken from temporary hit points first. Temporary hit points do not stack, so you may not have them from more than one source at a time.
- At 0 hp, your character falls unconscious unless they have the Relentless Endurance trait.
- If you take damage in excess of your available hit points, your character falls to 0 hp and begins **dying**.