



D&D QUICK REFERENCE

Use this sheet to help you on your first few adventures!



PREPARING TO PLAY

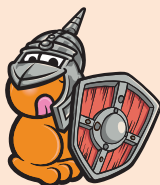
Round up these materials:

- Your character sheet
- A set of polyhedral dice (d20, d12, d10, d8, d6, d4)
- The *D&D Basic Rules*, the *D&D Essentials Kit*, or a *Player's Handbook* (for spell descriptions)
- Something to keep notes

THE BASIC RULE

Whenever you need to do something:

1. Roll a 20-sided die (d20)
2. Add a number
3. Tell the Dungeon Master your result



ROLLING HIGH AND LOW

When you roll a d20:

- A 20 on the die is called a "natural 20." On an attack roll this is a critical hit and does extra damage.
- A 1 on the die is called a "natural 1." In many cases, this roll automatically fails.

ADVANTAGE AND DISADVANTAGE

Sometimes a condition will grant you advantage or disadvantage.

Advantage: Roll the d20 twice and take the higher roll.

Disadvantage: Roll the d20 twice and take the lower roll.

DAMAGE

When you take damage, deduct the damage number from your hit points. If you reach 0 hit points, you likely fall unconscious. You'll then need to succeed on three death saving throws or receive healing. Otherwise, you die.

COMBAT

When a fight breaks out:

- Roll initiative (d20 + initiative modifier)
- When it's your turn:
 - Take an action
 - Take a move
- Try to think of what you'll do before you go next!

ACTIONS

Attack: Swing a sword, fire an arrow, etc.

Cast a Spell: Choose a spell and cast it.

Dash: Move up to your move speed.

Disengage: Safely get out of melee.

Dodge: Until your next turn, it's harder to hit you.

Help: Aid an ally in a task or attack.

Hide: Try to hide.

Ready: Delay your action until a condition is met.

Search: Look for something.

Use an Object: Use something not covered by another action.

OTHER THINGS TO KNOW

Your Dungeon Master will help explain rules you don't know.

It's okay to make mistakes. There's lots to learn!

Having fun is the most important part of D&D. Let your Dungeon Master know what you did and didn't like about your game.

