

Combatant's Quick Reference Guide

Dice Guide



Dice Roller

Initiative = Dexterity Roll + Mods

Attack Roll

d20 + modifiers = result
Die roll + [Weapon Modifiers] +/- G.M. Modifier =/+ Target Armor Class

Resistance = 1/2 Damage
Vulnerability = x2 Damage

Advantage = 2d20 take best
Disadvantage = 2d20 take worst

Cover
1/2 = +2 Armor Class (AC)
3/4 = +5 Armor Class (AC)
Total = no attack

Actions



Help



Ready



Attack



Dodge



Hide



Spell



Dash



Investigate



Skill



Use Item



Disengage



Idea & Ask