

Dungeons and Dragons Cheat Sheet

How do I...?

...attack?

I'm attacking with a weapon.

Roll a d20 and add your strength modifier (unless you're using a finesse weapon, in which case you can use your dexterity—whichever's higher). Then add your proficiency bonus (unless you're using a weapon you've never used before—then check your list of weapons' proficiencies to make sure you know how). If your modified roll is equal to or greater than your enemy's AC, you hit. If not, you miss.

I'm attacking with a spell.

Does your spell say that your enemy needs to roll a save? If yes, your spell's description should also say which stat they should use. If they roll equal to or greater than your spell save DC, they pass. If not, they fail. Otherwise, roll a spell attack. Roll a d20 and add your spellcasting ability modifier and your proficiency bonus. If your modified roll is equal to or greater than your enemy's AC, you hit. If not, you miss.

...roll damage?

I'm attacking with a weapon.

Your weapon description should include damage dice. If not, check the weapons table in the PHB (Player's Handbook). For instance, if you're attacking with a standard dagger, roll 1d4 (one four-sided die). Then add your attack ability modifier (either strength or dexterity).

I'm attacking with a spell.

Your spell description should tell you exactly what to roll! Check it again, and make sure you know what level you're casting the spell at (what level of spell slot you're using). Often, using a higher spell slot can increase damage.

...heal?

I'm a spellcaster.

You might be able to cast healing spells! Check to see what you have and read those descriptions carefully. Additionally, if you're a paladin, check out your Lay on Hands ability.

I'm anyone.

You can use hit dice! You have as many hit dice as your current character level (how many sides they are depends on your character class—check the PHB). These are a daily resource: sleep to get them back. Roll your correct die, add your constitution modifier, and that's how many hit points you get back.

...level up?

First of all, increase your hit points according to your class and your DM's rules, and then check the PHB (Player's Handbook)! If you're a spellcaster, you'll be able to cast new spells. You might also have something else, like an improvement to your shapeshifting ability if you're a druid. If you're not a spellcaster, you'll have something equally new and interesting, like immunity to poison. Either way, there should be a table at the beginning of your class description in the PHB telling exactly what you get.

...calculate my...?

...armor class? Depends on your armor. You'll either have a flat number or you'll need to add your dexterity modifier.

...initiative? Just your dexterity modifier.

...spell save DC? 8 + your spellcasting ability modifier + proficiency.



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I'm picking my character class. Why should I be a...?

...barbarian?

Barbarians are big and tough and good at hitting things and being hit. They can take more damage than any other class, so they're good for impulsive players who want to pick fights and get themselves into risky situations. Their skills are combat heavy, so pick this class if you want to focus on your skills in battle.

A barbarian's main stats are STRENGTH and CONSTITUTION.

...bard?

Bards are jacks-of-all-trades, but with a focus in talking to people. Your bard can be adapted into a lot of different roles, but this is a good class if you want to focus more on the social side of things in your game. It's also a spellcasting class, with most of your spells being buffs for your friends or de-buffs for your enemies, so be prepared to support your party instead of doing damage directly.

A bard's main stat is CHARISMA.

...cleric?

Clerics will be expected to perform a healing role in the party, so keep that in mind while creating one, but they're also tough powerhouses in combat. Eventually, you'll even be able to bring your friends back to life. As one of the classes that derive their power from religious worship, this is a great class for someone who wants to explore the game's worldbuilding and their own character's ethics.

A cleric's main stat is WISDOM.

...druid?

Druids are spellcasters, but also shapeshifters, and one of their most powerful abilities is their ability to turn into animals. Pick this class if you want to play a character with a strong connection to nature, but be prepared to think creatively—many of your spells and abilities will be situation-specific, so it's important to find workarounds and new ways of using them to solve problems.

A druid's main stat is WISDOM.

...fighter?

Fighters are extremely versatile. You can take your fighter in almost any direction you want, but that also means that the rules won't help you figure out what to do and what skills to prioritize when you level up and learn new things. There are many, many options here, so this class is best if you want to experiment and try new things and push the boundaries of the rules a little.

A fighter's main stat is STRENGTH or DEXTERITY.

...monk?

Monks are largely unarmed combatants, so this is a good class for being able to punch people! Flavor-wise, it's also a class that thinks heavily about tradition, worldbuilding, and your character's backstory. Pick this class if you want to spend time thinking about who you are and how you got here, considering your character's personality and backstory as much as their abilities.

A monk's main stats are DEXTERITY and WISDOM.



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I'm picking my character class. Why should I be a...?

...paladin?

Paladins are holy warriors. They're strong and tough, making good tanks, but they're also a healing class. They're partial casters, so while they'll never be able to cast spells as powerful as a cleric's, they have a stronger focus in weapons-based combat. A good class for people who want to protect their part and consider worldbuilding and morality. A paladin's main stats are STRENGTH and CHARISMA.

...ranger?

Rangers are another class connected to nature and the earth, so much so that several of their skills depend on the landscape to utilize. They're good for tactical distance fighters who are ready to have to adapt specific abilities to a broad range of scenarios. Rangers are often loners, and, like fighters, can be very versatile with the right player but difficult to play without a clear idea of your own plans. A ranger's main stats are DEXTERITY and WISDOM.

...rogue?

Rogues are sneaks and liars, thieves and assassins. Pick this class if you want to get into locked rooms, hang out in the gray areas of morality, and make trouble. But be careful—although they do lots of damage in combat, they're not one of the most durable classes and can be vulnerable to enemies. Work well with your party members to keep yourself safe and alive. A rogue's main stat is DEXTERITY.

...sorcerer?

Sorcerers are the true glass cannon: tons of damage to your enemies, but very breakable. This is a class for impulsive players who want to make sudden decisions with huge consequences, while wielding immense power (with only a little control). Wild magic sorcerers in particular can generate random effects without you meaning to, so pick this class for a healthy dose of chaos in your life. A sorcerer's main stat is CHARISMA.

...warlock?

Warlocks get their power from a deal they made with another powerful creature—think Cthulu, the fairy Queen Mab, or a demon. This is a class for people who want to keep secrets, tell lies, and delve deep into the lore of the world. It's easy for a DM to turn your own backstory against you with this setup, so develop it carefully and be prepared for all your mistakes to come back to haunt you. A warlock's main stat is CHARISMA.

...wizard?

Wizards are the spellcasters who get their power through study and hard work. They have a larger repertoire of possible spells to learn than any other class, so they're for people who always want to find the perfect spell to fit to the situation. They're the class who will be able to pass that history check and tell their party everything they need to know, so play a wizard if you like holding all the cards. A wizard's main stat is INTELLIGENCE.



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Remind me, what are stats?

You have SIX main character statistics. They're scored out of a maximum of twenty points, with anything over 10 being good and under being bad. They affect your modifiers, which you add or subtract to a roll. A 10 or 11 is +0, with 8 or 9 being -1 and 12 or 13 being +1 (and etc.). This is also important for saving throws, made either because of an enemy spellcaster or another dangerous event (remember, a saving throw works just like an ability check. Roll a d20 and add your modifiers). Each stat has abilities which relate to them, which you may or may not be proficient in. They are...

Stats as explained by TOMATOES!

Strength: How hard can you throw a tomato?

Dexterity: Can you dodge a thrown tomato?

Constitution: How many rotten tomatoes can you eat?

Intelligence: Do you know that a tomato is a fruit?

Wisdom: Do you know that, nevertheless, it does not belong in a fruit salad?

Charisma: Can you sell someone a tomato-based fruit salad?

STRENGTH: How strong are you? How far can you jump? Can you kick down that door? Strength is important for combat, but also for climbing and getting past obstacles. It also affects the ability ATHLETICS.

DEXTERITY: How nimble are you? Can you dodge a projectile? Can you move quietly and carefully? Dexterity is vital for anything that requires precise movements and fast reactions. It also affects the abilities ACROBATICS, SLEIGHT OF HAND, and STEALTH.

CONSTITUTION: How tough and durable are you? How's your stamina? Do you get sick? While there are no abilities constitution affects other than its saving throws, it does directly affect your hit point pool, so no character should ever neglect it.

INTELLIGENCE: How book smart are you? How many facts do you know? How good are you at reading and taking in new information? Intelligence is important for checks that involve knowing or learning information and affects the abilities ARCANA, HISTORY, INVESTIGATION, NATURE, and RELIGION.

WISDOM: How street smart are you? Do you make good choices? How well do you pay attention to the world around you and understand what's going on? Wisdom is important for keeping an eye on your surroundings and determining whether or not you can trust new acquaintances. It also affects the abilities ANIMAL HANDLING, INSIGHT, MEDICINE, PERCEPTION, and SURVIVAL.

CHARISMA: How charming are you? Do people trust you? Do they like you? When you threaten them or lie, do they believe you? Charisma determines your social skills and whether people take you seriously. It also affects the abilities DECEPTION, INTIMIDATION, PERFORMANCE, and PERSUASION.

