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D&D Beyond Desktop View Dungeons & Dragons takes you and your friends on epic journeys. Become characters you create, battle deadly foes, uncover secrets, find treasure, and make memories that last a lifetime. In Dungeons & Dragons, the players form an adventuring party who explore fantasy worlds together, embark on epic quests, and level
up. The Dungeon Master (also known as the DM) is the game's referee and lead storyteller. The collective creativity in your D&D game builds stories that youl tell again and again aga
what you say, to how you act. The dice just help you along. In D&D, each player creates a heroic character to represent them in the game. They might be a skilled fighter, a devout cleric, a deadly rogue, a spellcasting wizard, or something else entirely! Together, the Dungeon Master and players create an exciting story where their bold adventurers
confront deadly perils. Both the DM and players use dice throughout the game to determine the outcome of certain actions. Creating your character is the first step in every D&D adventure for the players. You get to choose your character is the first step in every D&D adventure for the players.
options in D&D is exciting, but it can also be overwhelming. If you arent sure whether a fighter or spellcaster is for you, check out these helpful D&D character Create Your First Character In Dungeons & Dragons, one person serves as the Dungeon Master, the
games lead storyteller, and referee. The DM runs the adventure for the players, who navigate its hazards and decide which paths to explore. The DM descriptions from their adventure book, and the players decide what they want their characters to do. The DM uses their imagination
and game rules to determine the results of their actions and narrates what they experience. Because the DM and players improvise with one another, D&D is infinitely flexible and each adventure can be exciting and unexpected. Your Dungeon Master may ask you to roll from a set of polyhedral dice to determine the outcome of your actions. Based on
your characters skillset, you may have bonuses to add to your rolls to increase your likelihood of success! For example, a fighter may have a higher Strength score than a wizard and would have bonuses to add to their roll to try and kick down a door. The wizard might not. When playing digitally using a D&D Beyond character sheet, you can roll the
dice right on your sheet. D&D Beyond will automatically apply any bonuses your character has and tally the math for you. Build a character and click any rollable action to try it out! The below materials were written with first-time players in mind. Check out the free adventure Intro to Stormwreck Isle, the D&D Starter Set, and even dive into the Basic
Rules of the game.D&D is more popular now than its ever been before, and there are plenty of ways to find a group to play with.DISCORDLIVE PLAY WEEKENDSConnect with friends around the world and play D&D with some of the best Dungeon Masters anywhere. Find a game! FACEBOOKYou may have a built-in network of D&D players already!
Follow D&D and D&D Beyondon Facebook to see which of your friends do, too. We're just getting warmed up. Keep exploring! See all of our New Player's Guides! How to play D&D onlineWhich D&D class is right for you? How do you bring your character's story to life? Glossary of common D&D terms Tips for roleplaying in D&D Dungeons & Dragons is
the worlds most popular tabletop roleplaying game. It is a cooperative, storytelling game where you and other players take on the roles of different characters within a story. As you play, your character will make friends and enemies, fight monsters, discover loot, and complete quests. But while the goal of many games is to score the most points or
win, the ultimate goal of D&D is to tell a story. There are dice and Basic Rules involved, and often maps and miniatures or tokens, but the tools that come into play most often are the imaginations of the players. Whether youre discovering the game after watching Dungeons & Dragons: Honor Among Thievesor your friends have invited you to take a
seat at their gaming table, understanding how D&D works can be daunting. To help you on your journey, heres a deep dive into the game. How Does D&D Work? A typical D&D gameconsists of a handful of players and a Dungeon Master (DM). The players each take on the role of an adventurer character they create, while the DM manages the
narrative of the story. The DM presents information about the adventure to players, which includes things like: Describing where the adventurers are Narrating actions that occur around them Describing obstacles or puzzles that may be in their path Roleplaying as the supporting characters in the story, usually referred to as non-player characters
(NPCs) Players use character sheets, which are a compilation of stats that represent all the things that their environment. This can include things such as attacking with
weapons or casting spells Languages the character speaks or tools they know how to use When the DM will then determine what the implications of the player's actions are. They may be asked to roll dice to see if they succeed, or allow
them to narrate the action and allow the story to continue. The players roll is usually modified based on the skills in their character sheet. DMs also roll dice if the narrative calls for it, such as for NPCs, monsters, or traps. This process in general is how all stories in D&D unfold, whether adventurers are snooping around in the dimly lit rooms of a
dungeon, locked in heated combat with monsters, or even eavesdropping in on secret conversations while gatecrashing a gala. Try Out D&D for Yourself To help you jump into the game, we created this interactive video to show you how a D&D session may go. You'll hear a Dungeon Master narrate a scene, see how players respond, and even get to
make decisions that drive the story forward. Click below toget started! The Worlds of D&D So weve talked about the players adventurers. But where are these environments located? The short answer: anywhere and everywhere. Like the stories you create as a group and the actions your adventurers.
take, the only true limit of the setting is your imagination. Many DMs will draw elaborate maps and set up miniatures to visualize a fantasy world. Others operate under whats known as theater of the mind, preferring to describe things in detail and let the players imaginations take over to fill in the blanks. Homebrewed Worlds Many DMs choose to
create fantasy worlds of their own. This process is often referred to as homebrewing, or creating material of your own imagination to use in stories. There are a few approaches to homebrewing a world. You might start small, maybe with a single village for your first adventures, and then add on new towns or larger lands as the story expands into
them. Or you might be the kind of DM who likes to draw out full maps prior to the campaign and concoct elaborate worlds just ready for your players to explore. The beauty of D&D is that theres no right way! Published Settings For DMs who would rather focus on the narrative instead of the worldbuilding, there are several published, ready-to-play
fantasy worlds that are considered the focus of the games current fifth edition. Sourcebooks for these realms give extensive details on the locations and cultures within different regions of the settings. Some prime examples of those worlds are: The Forgotten Realms The core setting of most official D&D adventure books. The majority of the
adventures take place on a continent known as Faern and features locations like the Sword Coast, the frigid north of Frozenfar, and cities such as Neverwinter, Waterdeep, and Baldurs Gate. Dungeons & Dragons: Honor Among Thievestakes place in the Forgotten Realms. Greyhawk One of the earliest campaign settings developed for Dungeons &
Dragons, the world of Greyhawk is the setting for some of D&Ds most classic adventures. It contains are often epic fantasy battles between good and evil, the world of Greyhawk has a much more distinctly medieval hard fantasy vibe. Magic: The
Gatheringsettings D&Dhasadaptedsettings from the popular trading card game, also published by Wizards of the Coast, into sourcebooks. They include: Ravnica are largely focused on the machinations and competitions of the citys 10 powerful
ruling guilds, ranging from criminal enterprises to subterranean swarms to magical science gone wild. Theros: Inspired by tales of ancient Greece and Rome, Theros presents a world directly influenced by the whims of deities. Stories set in Theros take on a much more mythic vibe, with the adventurers serving as champions of the gods themselves.
Strixhaven: Strixhaven University offers the secrets of magic to the students lucky enough to enter its halls. Players take on the role of pupils studying the arcane arts in Strixhavens five colleges. Other settings There are plenty of other published worlds to explore as well, including adventures to be had in other planes of existence. In addition to the
material realms, there are the elemental planes of fire, water, earth, and air. The Feywild serves as a fantastical reflection of the material world, while the Shadowfell stands as its dark echo. As you dive into your D&D journey, you may find yourself in these lands and more. How to Start Playing D&D So youve read through all of this, and now you
want to know how to actually get started. Well, youre in luck because playdnd.comwas built with brand new players in mind. Here you can find premade characters to jump right into the action, beginner adventures for new DMs to dive into, as well as some helpful links for moving into more advanced gaming when youre feeling ready. On D&D
Beyond, you'll also find the Basic Rulesand new player guides, including one onhow to build your first character builder to practice. Just pick your favorite character from the movie, such as Elgin, Holga,
or Simon, and try to imagine what abilities, skills, and more you would give them if you were building them. Go Beyond! While D&D is traditionally played around a table with pencils, paper, and physical dice, in recent years, digital and online games have become more and more popular. The power of video chat software has allowed gaming groups to
connect from all over the globe. Regardless of how you like to play, D&D Beyond has got you covered. Weve got character management tools, encounter builders, even digital dice and sourcebooks to help you manage your entire game. Our digital tools are perfectly positioned to be a benefit to the classic tabletop style of play or on screens with fellow
players across the globe. FAQ Is D&D a video game? Nope! While there are video games that use D&D settings and adventures, the game itself is purely a cooperative roleplaying game, played with pen and paper, digital tools such as D&D Beyond have been created to help players
manage their games. Does D&D cost money to play? You dont have to spend any money to play D&D! The Basic Rules of the game are available at no cost with a D&D Beyond account right here on the site. There are also adventures you can claim with your account, including Lost Mine of Phandelver, Frozen Sick, and Prisoner 13. Using these and
homebrew options is all you need to get started, but books and digital tools are available for purchase when youre ready to explore other character options or worlds like the ones we mentioned in this article. What books should I start with for D&D? Once youre ready to move on from the Basic Rules, there are a few books that we recommend starting
with. New players should check out the Players Handbook for a wealth of information about playable character species as well as subclasses, weapons, and more spells. Dungeon Masters should also consider the Dungeon Masters
Guide, a tome of valuable help for the variety and nuances that occur while running games. DMs may also want to dive into the Monster Manual for access to a wide bestiary of monsters to use during combat encounters. For DMs not quite ready to dive into that many books, kits like the D&D Starter Set or D&D Essentials Kit can help you dip your
toes further into the pool with some prewritten adventures and tools to aid in gameplay. How often do I need to play D&D? You can schedule D&D games with your group as often as you like. Some people enjoy having a standard weekly game, others prefer to play only a few times per month. Part of the beauty of the game is in the way you and your
group can shape it to fit what works best for you! Go Forth, Adventurers! Were thrilled that youre interested in starting your own adventure with the worlds most popular tabletop roleplaying game. We hope this guide has helped clear up some of the questions you may have about the game and has led you toward some resources for when youre ready
to join or start a game of your own. Riley Silverman (@rileyjsilverman) is a contributing writer to D&D Beyond, Nerdist, and SYFY Wire. She DMs the Coast-sponsored The Broken Pact. Riley also played as Braga in the official tabletop adaptation of
the Rat Queens comic for HyperRPG, and currently plays as The Doctor on the Doctor Who RPG podcast The Game of Rassilon. She currently lives in Los Angeles. D&D Beyond Desktop View Site news and announcements from the DDB team Jun 25, 2025 Go to last post 167 11,267 A forum specifically for publishing release support! Jun 27, 2025 Go to
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View Jump in now with Master Tier D&D Beyond Desktop View Posted by BadEye Apr 10, 2017 Your first step in playing an adventurer in the Dungeons & Dragons game is to imagine and create a character of your own. Your character is a combination of game statistics, roleplaying hooks, and your imagination. You choose a race (such as human or
halfling) and a class (such as fighter or wizard). You also invent the personality, appearance, and backstory of your character. Once completed, your character serves as your representative in the game, your avatar in the Dungeons & Dragons world. Before you dive into step 1 below, think about the kind of adventurer you want to play. You might be a
races. Do you want your character to be the toughest adventurer at the table? Consider the fighter class. If you dont know where else to begin, take a look at the illustrations in any Dungeons & Dragons book to see what catches your interest. Once you have a character in mind, follow these steps in order, making decisions that reflect the character
you want. Your conception of your character might evolve with each choice you make. Whats important is that you come to the table with a character sheet (like the one at the end of these
Every character belongs to a race, one of the many intelligent humanoid species in the D&D world. The most common player character races are dwarves, elves, halflings, and humans. Some races also havesubraces, such as mountain dwarf or wood elf. TheRacessection provides more information about these races. The race you choose contributes to
your characters identity in an important way, by establishing a general appearance and the natural talents gained from culture and ancestry. Your characters race grants particular racial traits, such as special senses, proficiency with certain weapons or tools, we will not be a support of the certain weapons of the cer
also increases one or more of your ability scores, which you determine in step 3. Note these increases and remember to apply them later. Record the traits granted by your race on your character sheet. Be sure to note your starting languages and your base speed as well. BUILDING BRUENOR, STEP 1 Bob is sitting down to create his character. He
decides that a gruff mountain dwarf fits the character he wants to play. He notes all the racial traits of dwarves on his character sheet, including his speed of 25 feet and the languages he knows: Common and Dwarvish. Every adventurer is a member of a class. Class broadly describes a characters vocation, what special talents he or she possesses,
and the tactics he or she is most likely to employ when exploring a dungeon, fighting monsters, or engaging in a tense negotiation. The character receives a number of benefits from your choice of class. Many of these benefits areclass features capabilities (including spellcasting) that set your
character apart from members of other classes. You also gain a number ofproficiencies: armor, weapons, skills, saving throws, and sometimes tools. Your proficiencies define many of the things your character sheet, record all the features that your class
adventuring life. If youre already familiar with the game, or if you are joining an existing D&D campaign, your DM might decide to have you begin at a higher level, on the assumption that your character has already survived a few harrowing adventures. Record your level on your character sheet. If youre starting at a higher level, record the additional
elements your class gives you for your levels past 1st. Also record your experience points. A 1st-level character typically begins with the minimum amount of XP required to reach that level (see Beyond 1st Level later in this section). QUICK BUILD Each class description in the Classessection includes a section offering
your character has 1 Hit Die, and the die type is determined by your class. You start with hit points on your character sheet. Also
record the type of Hit Die your character uses and the number of Hit Dice you have. After you rest, you can spend Hit Dice to regain hit points (see Resting in the Adventuring section). The table that appears in your class description shows your proficiency bonus, which is +2 for a 1st-level character. Your proficiency bonus applies to many of the
numbers youll be recording on your character sheet: Attack rolls using weapons youre proficient with Saving throws youre proficient in Saving throw DCs for spells you cast (explained in each spellcasting class) Your class
determines your weapon proficiencies, your saving throw proficiencies, and some of your skill and tool proficiencies, and some races give you more proficiencies. Be sure to note all of these proficiencies, as well as
your proficiency bonus, on your character sheet. Your proficiency bonus cant be added to a single die roll or other number more than once. Occasionally, your proficiency bonus applies more than once to the same roll or that
sheet. As a 1st-level fighter, Bruenor has 1 Hit Diea d10and starts with hit points equal to 10 + his Constitution modifier. Bob notes this, and will record the final number after he determines Bruenors Constitution modifier. Bob notes this, and will record the final number after he determines Bruenors Constitution modifier. Bob notes this, and will record the final number after he determines Bruenors Constitution modifier.
game depends on his or her six abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Each ability has a score, which is a number you record on your character sheet. The six abilities and their use in the game are described in the Using Ability Scoressection. The Ability Score Summary table provides a quick reference for what
qualities are measured by each ability, what races increases which abilities, and what classes consider each ability particularly important. You generate your characters sixability scoresrandomly. Roll four 6-sided dice and record the total of the highest three dice on a piece of scratch paper. Do this five more times, so that you have six numbers. If you
 want to save time or dont like the idea of randomly determining ability scores, you can use the following scores instead: 15, 14, 13, 12, 10, 8. Now take your six numbers and write each number beside one of your characters six abilities to assign scores to Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Afterward, make any
changes to your ability scores as a result of your race choice. After assigning your ability scores and Modifier without consulting the table, subtract 10 from the ability scores and then divide the result by 2 (round down). Write the modifier next to each of
your scores. BUILDING BRUENOR, STEP 3 Bob decides to use the standard set of scores (15, 14, 13, 12, 10, 8) for Bruenors abilities. Since hes a fighter, but Bob decides he wants the dwarf to be older, wiser, and a good leader, so
he puts decent scores in Wisdom and Charisma. After applying his racial benefits (increasing Bruenors Constitution by 2 and his Strength by 2), Bruenors ability scores and modifiers look like this: Strength 17 (+3), Dexterity 10 (+0), Constitution 16 (+3), Intelligence 8 (1), Wisdom 13 (+1), Charisma 12 (+1). Bob fills in Bruenors final hit points: 10 +
his Constitution modifier of +3, for a total of 13 hit points. At your Dungeon Masters option, you can use this variant for determining your ability scores you choose individually. You have 27 points to spend on your ability scores. The cost of each score is shown on
the Ability Score Point Cost table. For example, a score of 14 costs 7 points. Using this method, 15 is the highest ability score you can end up with, before applying racial increases. You cant have a score lower than 8. This method of determining ability scores enables you to create a set of three high numbers and three low ones (15, 15, 15, 8, 8, 8), a
set of numbers that are above average and nearly equal (13, 13, 13, 12, 12, 12), or any set of numbers between those extremes. Score Cost 8 0 9 1 10 2 11 3 12 4 13 5 14 7 15 9 Strength MeasuresNatural athleticism, bodily powerImportant forBarbarian, fighter, paladinRacial IncreasesMountain dwarf (+2), Dragonborn (+2), Half-orc (+2), Human
(+1) Dexterity MeasuresPhysical agility, reflexes, balance, poiseImportant forEveryoneRacial IncreasesElf (+2), Hulfling (+1), Rock gnome (+1), Hulflorc (+1), Human (+1) Intelligence
MeasuresMental acuity, information recall, analytical skillImportant forWizardRacial IncreasesHigh elf (+1), Human (+1) Wisdom MeasuresConfidence, eloquence, leadershipImportant forCleric, druidRacial IncreasesHigh elf (+1), Human (+1) Wisdom MeasuresConfidence, eloquence, leadershipImportant forCleric, druidRacial IncreasesHigh elf (+1), Human (+1) Wisdom MeasuresConfidence, eloquence, leadershipImportant forCleric, druidRacial IncreasesHigh elf (+1), Human (+1) Wisdom MeasuresConfidence, eloquence, leadershipImportant forCleric, druidRacial IncreasesHigh elf (+1), Human (+1) Wisdom MeasuresConfidence, eloquence, leadershipImportant forCleric, druidRacial IncreasesHigh elf (+1), Human (+1) Wisdom MeasuresConfidence, eloquence, leadershipImportant forCleric, druidRacial IncreasesHigh elf (+1), Human (+1) Wisdom MeasuresConfidence, eloquence, leadershipImportant forCleric, druidRacial IncreasesHigh elf (+1), Human (+1) Wisdom MeasuresConfidence, eloquence, leadershipImportant forCleric, druidRacial IncreasesHigh elf (+1), Human (+1) Wisdom MeasuresConfidence, eloquence, leadershipImportant forCleric, druidRacial IncreasesHigh elf (+1), Human (+1) Wisdom MeasuresConfidence, eloquence, eloquenc
forBard, sorcerer, warlockRacial IncreasesHalf-elf (+2), Drow (+1), Lightfoot halfling (+1), Dragonborn (+1), Tiefling (+2), Human (+1) Score Modifier 1 5 23 4 45 3 67 2 89 1 1011 +0 1213 +1 1415 +2 1617 +3 1819 +4 2021 +5 2223 +6 2425 +7 2627 +8 2829 +9 30 +10 Once you know the basic game aspects of your character, its time to flesh
compass that guides his or her decisions) andideals. The Personality and Backgroundsectionalso helps you identify the things your character holds most dear, calledbonds, and the flawsthat could one day undermine him or her. Your character holds most dear, calledbonds, and the flawsthat could one day undermine him or her. Your character holds most dear, calledbonds, and the flawsthat could one day undermine him or her.
the D&D world. Your DM might offer additional background thats a more precise fit for your character concept. A background gives your character a background feature (a general benefit) and proficiency in two skills, and
think and behave very differently from a very smart character with low Strength might be scrawny or plump. A character with high Dexterity is probably lithe and slim, while a character with low Dexterity might be either gangly and
awkward or heavy and thick-fingered. A character with low Constitution usually looks healthy, with bright eyes and abundant energy. A character with low Intelligence might be sickly or frail. A character with low Intelligence might be sickly or frail. A character with low Intelligence might be sickly or frail. A character with low Constitution might be sickly or frail. A character with low Intelligence might be sickly or frail.
A character with high Wisdom has good judgment, empathy, and a general awareness of whats going on. A character with low Wisdom might be absent-minded, foolhardy, or oblivious. A character with a low Charisma might come
across as abrasive, inarticulate, or timid. BUILDING BRUENOR, STEP 4 Bob fills in some of Bruenors basic details: his name, his sex (male), his height and weight, and his low Intelligence suggests a degree of forgetfulness. Bob decides that Bruenors basic details:
comes from a noble line, but his clan was expelled from its homeland when Bruenor was very young. He grew up working as a smith in the remote villages of Icewind Dale. But Bruenor has a heroic destinyto reclaim his homelandso Bob chooses the folk hero background for his dwarf. He notes the proficiencies and special feature this background
gives him. Bob has a pretty clear picture of Bruenors personality in mind, so he skips the personality traits suggested in the folk hero background, noting instead that Bruenor is a caring, sensitive dwarf who genuinely loves his friends and allies, but he hides this soft heart behind a gruff, snarling demeanor. He chooses the ideal of fairness from the
list in his background, noting that Bruenor believes that no one is above the law. Given his history, Bruenors bond is obvious: he aspires to someday reclaim Mithral Hall, his homeland, from the shadow dragon that drove the dwarves out. His flaw is tied to his caring, sensitive naturehe has a soft spot for orphans and wayward souls, leading him to
show mercy even when it might not be warranted. Your class and background determine your charactersstarting equipment, including weapons, armor, and other adventuring gear. Record this equipment on your character sheet. All such items are detailed in the Equipment section. Instead of taking the gear given to you by your class and background
you can purchase your starting equipment. You have a number ofgold pieces(gp) to spend based on your class, as shown in the Equipment section. If you wish, you can also have one trinket at no cost (see the "Trinkets" table at the end of the Equipment section. Your Strength score
 limits the amount of gear you can carry. Try not to purchase equipment with a total weight (in pounds) exceeding your Strength score times 15. "Using Ability Scores" has more information on carrying capacity. YourArmor Class(AC) represents how well your character avoids being wounded in battle. Things that contribute to your AC include the
armor you wear, the shield you carry, and your Dexterity modifier. Not all characters wear armor or a shield, your character wears armor or a shield, your characters wear armor or carry shields, however. Without armor or a shield, your character wears armor, carries a shield, your characters wear armor or carry shields, however. Without armor or a shield, your characters wear armor or carry shields, however. Without armor or carry shields are carried as a shield, however. Without armor or carry shields are carried as a shield, however. Without armor or carry shields are carried as a shield are ca
your character sheet. Your character needs to be proficient with armor and shield to wear and use them effectively, and your armor or carrying a shield if you lack the required proficiency, as explained in the Equipments ection. Some spells and class
features give you a different way to calculate your AC. If you have multiple features that give you different ways to calculate your AC, you choose which one to use. For each weapon your character wields, calculate your AC, you choose which one to use. For each weapon your hit. When you make an attack with a weapon
you roll a d20 and add your proficiency bonus (but only if you are proficient with the weapon) and the appropriate ability modifier. For attacks withmelee weapons, use your Strength modifier instead. For attacks withranged weapons
use your Dexterity modifier for attack and damage rolls. A melee weapon that has the thrown property, such as a handaxe, can use your Strength modifier instead. BUILDING BRUENOR, STEP 5 Bob writes down the starting equipment from the fighter class and the folk hero background. His starting equipment includes chain mail and a shield, which
combine to give Bruenor an Armor Class of 18. For Bruenors weapons, Bob chooses a battleaxe and two handaxes. His battleaxe deals 1d8 slashing
damage, and Bruenor adds his Strength modifier to the damage when he hits, for a total of 1d8 + 3 slashing damage. When throwing a handaxe, Bruenor has the weapon deals 1d6 + 3 slashing damage when it hits. Most D&D characters dont work alone
Each character plays a role within aparty, a group of adventurers working together for a common purpose. Teamwork and cooperation greatly improve your partys chances to survive the many perils in the worlds of Dungeons & Dragons. Talk to your fellow players and your DM to decide whether your characters know one another, how they met, and
what sorts of quests the group might undertake. As your character goes on adventures and overcomes challenges, he or she gains experience point total advances in capability. This advancement is calledgaining a level. When your character gains a level, his or her
class often grants additional features, as detailed in the class description. Some of these features allow you to increase your ability scores, either increasing two scores by 1 each or increases at certain levels. Each time you gain a
level, you gain 1 additional Hit Die. Roll that Hit Die. Roll that Hit Die, add your Constitution modifier to the roll, and add the total (minimum of 1) to your hit point maximum. Alternatively, you can use the fixed value shown in your class entry, which is the average result of the die roll (rounded up). When your Constitution modifier increases by 1, your hit point
maximum increases by 1 for each level you have attained. For example, if your 7th-level fighter has a Constitution score of 17, when he reaches 8th level, he increases by 8. The Character Advancement table summarizes
the XP you need to advance in levels from level 1 through level 20, and the proficiency bonus for a character of that level. Consult the information in your character Advancement table shows the four tiers of play. The tiers dont have any rules and rules are the character of that level. The shading in the Character of that level and the proficiency bonus for a character of that level. The shading in the Character of that level and the proficiency bonus for a character of that level and the proficiency bonus for a character of that level and the proficiency bonus for a character of that level and the proficiency bonus for a character of that level and the proficiency bonus for a character of that level and the proficiency bonus for a character of that level and the proficiency bonus for a character of that level and the proficiency bonus for a character of that level and the proficiency bonus for a character of that level and the proficiency bonus for a character of that level and the proficiency bonus for a character of that level and the proficiency bonus for a character of that level and the proficiency bonus for a character of that level and the proficiency bonus for a character of that level and the proficiency bonus for a character of the pro
associated with them; they are a general description of how the play experience changes as characters are effectively apprentice adventurers. They are learning the features that define them as members of particular classes, including the major choices that flavor their class features as they advance
(such as a wizards Arcane Tradition or a fighters Martial Archetype). The threats they face are relatively minor, usually posing a danger to local farmsteadsor villages. In thesecond tier(levels 510), characters come into their own. Many spellcasters gain access to 3rd-level spells at the start of this tier, crossing a new threshold of magical power with
spells such as fireballand lightning bolt. At this tier, many weapon-using classes gain the ability to make multiple attacks in one round. These characters have reached a level of power that sets them high above the ordinary populace and
makes them special even among adventurers. At 11th level, many spellcasters gain access to 6th-level spells, some of which create effects previously impossible for player characters to achieve. Other characters gain features often
confront threats to whole regions and continents. At thefourth tier(levels 1720), characters achieve the pinnacle of their class features, becoming heroic (or villainous) archetypes in their adventures. Experience Points Level
characters that you roleplay embark on adventures together in fantasy worlds filled with monsters and magic. In D&D, the action takes place in the imaginations of the players, and its narrated by everyone together. To play adventurers. Which role is
right for you? If you want to be one of the protagonists in your groups adventures, consider being a player. Heres what players do: Make a Character is your character is your character joins the other
players characters to form an adventuring party. These adventurers are allies who face challenges and fantastical situations together. Each character brings distinctive capabilities, which ideally complement those of the other character brings distinctive capabilities, which ideally complement those of the other characters to form an adventuring party. These adventurers are allies who face challenges and fantastical situations together. Each character brings distinctive capabilities, which ideally complement those of the other characters.
them in any way you can imagine, guided by the rules in this book. Although the DM controls all the monsters you encounter, the DM guides your partys journey as your characters become more powerful. If you want to be the mastermind of the game, consider being the DM. Heres what DMs do: Build Adventures. You
prepare the adventures that the players experience. Guide the Story. You narrate much of the action during play, describing locations and creatures that the adventurers face. The players decide what their characters do as they navigate hazards and choose what to explore. Then you use a combination of imagination and the games rules to determine
the results of the adventurers decisions. Adjudicate the Rules. You oversee how the group uses the games rules, and youll find the Rules Glossary essential. The three main pillars of D&D play are social interaction, exploration, and
combat. Whichever one youre experiencing, the game unfolds according to this basic pattern: The Dungeon Master Describes a Scene. The DM tells the players where their adventurers are and whats around them (how many doors lead out of a room, whats on a table, and so on). The Players Describe What Their Characters Do. Typically, the
chance to act and decides how to resolve their activity. In combat, the characters take turns. The DM Narrates the Results of the Adventurers Actions. Sometimes resolving a task is easy. If an adventurer walks across a room and tries to open a door, the DM might say the door opens and describe what lies beyond. But the door might be locked, the
floor might hide a trap, or some other circumstance might make it challenging for an adventurer to complete a task. In those cases, the DM might ask the player to roll a die to help determine what happens. Describing the results often leads to another decision point, which brings the game back to step 1. This pattern holds during every game session
just one session. More often, though, D&D sessions are connected in a longer adventure that takes several sessions to complete, and adventure is like a TV series, while an adventure is like a season of the series. And a game session is like a single episodeit might be self-
contained, but it usually links to the larger plot if there is one. An adventure might be created by the Dungeon Master or purchased. In either case, an adventure features a fantastic setting, such as an underground dungeon, a wondrous wilderness, or a magic-filled city. It includes a cast of nonplayer characters controlled by the DM. Often one of the
NPCs is a villain whose agenda drives much of an adventures explore environments, events, and creatures presented by the DM. Battles, traps, negotiations, mysteries, and more arise during these explorations. Adventures vary in length and complexity. A short adventure might present only a few
challenges and take only one session to complete. A long adventure might involve many combats, interactions, and other challenges and take dozens of sessions. A campaign is a series of adventure with a consistent group of adventures with a consistent group of adventures with a consistent group of adventure might involve many combats, interactions, and other challenges and take dozens of sessions.
the player characters links it to the next one. Other campaigns involve long-running plots, a cast of recurring NPCs, and themes that span multiple adventures, leading foward a climactic conclusion. As with adventures, a DM might create a campaign from published adventures, or mix nomemade material with
published material. And the campaign might take place in a world of the DMs creation or in a published campaign setting. Dice add randomness to the game. They help determine whether characters and monsters are successful at the things they attempt. They help determine whether characters and monsters are successful at the things they attempt. They help determine whether characters and monsters are successful at the things they attempt.
d6, d8, d10, d12, and d20. For instance, a d6 is a six-sided die (the cube that many games use). The illustration on this page shows what each die looks like. When you need to roll dice, the rules tell you how many dice to roll of a certain type, along with any numbers to add or subtract. For example, 3d8 + 5 means you roll three eight-sided dice, add
them together, and add 5 to the total. The rules sometimes refer to a d100. While such dice exist, the common way to roll 1d100 uses a pair of ten-sided dice numbered from 0 to 9, known as percentile dice. One diethat you designate before rollinggives the tens digit, and the other gives the ones digit. If you roll a 7 for the tens digit and a 1 for the
ones digit, for example, the number rolled is 71. Two 0s represent 100. Some ten-sided dice are numbered in tens (00, 10, 20, and so on), making it easier to distinguish the tens digit from the expression 1d3, even though its rare to find dice with
only three sides. To simulate rolling 1d3, roll 1d6 and divide the number rolled by 2 (round up). Here are the most common uses of dice in D&D. The 20-sided die (d20) is the most important die youll use in the game. Its central to the core mechaniccalled D20 Teststhe game uses to determine whether creatures succeed or fail at the things they
attempt during the game (see D20 Tests later in this chapter). You roll a d20 whenever your character tries to do something that the DM decides has a chance of both success and failure. The higher your roll, the more likely it is that you succeed. The most common use for dice other than the d20 is to determine damage. When you make a successful
attack roll (one kind of D20 Test), you roll damage to see how effective the attack is. When you cast a spell, you might also roll damage. Different weapons and spells uses 8d6. Occasionally, youll see a table that uses a die roll to generate a
random result. On these tables, youll see a die expression, such as d10 or d100, in the header of the leftmost column. Read across that row for the result. For example, the Trinkets table in Creating a Character uses a d100. Sometimes you might see a
rule describing a percentage chance of something happening. For example, a rule might say there is a 5 percent chance of something happening. You can determine whether that thing happening. For example), it happens. All creaturescharacters and
monstershave six abilities that measure physical and mental characteristics, as shown on the Ability Descriptions table. Ability Score Measures... Strength Physical might Dexterity Agility, reflexes, and balance Constitution Health and stamina Intelligence Reasoning and memory Wisdom Perceptiveness and mental fortitude Charisma Confidence,
poise, and charm Each ability has a score from 1 to 20, although some monsters have a score as high as 30. The score represents the magnitude of an ability. The Ability Scores table summarizes what the scores mean, Score Meaning 1 This is the lowest a score from 1 to 20, although some monsters have a score to 0, that effect explains what happens, 29
This represents a weak capability. 1011 This represents an extraordinary capability. 20 This is the highest an adventurers score can go unless a feature says otherwise. 2129 This represents an extraordinary capability. 30 This is the highest an adventurers score can go unless a feature says otherwise. 2129 This represents an extraordinary capability. 30 This is the highest an adventurers score can go unless a feature says otherwise. 2129 This represents an extraordinary capability.
a D20 Test with that ability (explained in D20 Tests). An ability modifier 1 5 23 4 45 3 67 2 89 1 1011 +0 1213 +1 1415 +2 1617 +3 1819 +4 2021 +5 2223 +6 2425 +7 2627 +8 2829 +9 30 +10 When the outcome of an action is uncertain, the game uses a d20 roll to
determine success or failure. These rolls are called D20 Tests, and they come in three kinds: ability checks, saving throws, and attack rolls. They follow these steps: Roll 1d20. You always want to roll high. If the roll has Advantage or Disadvantage (described later in this chapter), you roll two d20s, but you use the number from only one of themthe
higher one if you have Advantage or the lower one if you have Disadvantage. Add Modifiers. Add these modifiers to the number rolled on the d20: The Relevant Ability Modifier. This chapter and the Rules Glossary explain which ability modifiers to use for various D20 Tests. Your Proficiency Bonus If Relevant. Each creature has a Proficiency Bonus, a
number added when making a D20 Test that uses something, such as a skill, in which the creature has proficiency. See Proficiency later in this chapter. Circumstantial Bonuses and Penalties. A class feature, a spell, or another rule might give a bonus or penalty to the die roll. Compare the Total to a Target Number. If the total of the d20 and its
modifiers equals or exceeds the target number, the D20 Test succeeds. Otherwise, it fails. The Dungeon Master determines target number for an ability check or a saving throw is called a Difficulty Class (DC). The target number for an attack roll is called an Armor Class (AC)
which appears on a character sheet or in a stat block (see the Rules Glossary). An ability check represents a creature using talent and training to try to overcome a challenge, such as forcing open a stuck door, picking a lock, entertaining to try to overcome a challenge, such as forcing open a stuck door, picking a lock, entertaining to try to overcome a challenge, such as forcing open a stuck door, picking a lock, entertaining to try to overcome a challenge, such as forcing open a stuck door, picking a lock, entertaining to try to overcome a challenge, such as forcing open a stuck door, picking a lock, entertaining to try to overcome a challenge, such as forcing open a stuck door, picking a lock, entertaining to try to overcome a challenge, such as forcing open a stuck door, picking a lock, entertaining to try to overcome a challenge, such as forcing open as the such as forcing open 
something other than an attack that has a chance of meaningful failure. When the outcome is uncertain and narratively interesting, the dice determine the result. An ability check are called for in different situations, depending on which
ability is most relevant. See the Ability Check Examples of each checks use. Ability Make a Check To... Strength Lift, push, pull, or break something Dexterity Move nimbly, quickly, or quietly Constitution Push your body beyond normal limits Intelligence Reason or remember Wisdom Notice things in the environment or in creatures
behavior Charisma Influence, entertain, or deceive Add your Proficiency Bonus to an ability check when the DM determines that a skill or tool proficiency is relevant to the check and you have that proficiency Bonus to the check if you have
proficiency in the Acrobatics or Athletics skill. See Proficiency later in this chapter for more information about skill and tool proficiencies. The Difficulty Class of an ability check represents the tasks difficulty. The more difficulty class of an ability check represents the tasks difficulty.
Classes table presents a range of possible DCs for ability checks. Task Difficulty DC Very easy 5 Easy 10 Medium 15 Hard 20 Very hard 25 Nearly impossible 30 A saving throwalso called a saverepresents an attempt to evade or resist a threat, such as a fiery explosion, a blast of poisonous gas, or a spell trying to invade your mind. You don't normally
choose to make a save; you must make one because your character or a monster (if youre the DM) is at risk. A saves result is detailed in the effect that caused it. If you dont want to resist the effect, you can choose to fail the save without rolling. Saving throws are named for the ability modifiers they use: a Constitution saving throw, a Wisdom saving
throw, and so on. Different saving throws are used to resist different kinds of effects, as shown on the Saving Throw Examples table. Ability Make a Save To... Strength Physically resist direct force Dexterity Dodge out of harms way Constitution Endure a toxic hazard Intelligence Recognize an illusion as fake Wisdom Resist a mental assault Charisma
Assert your identity You add your Proficiency Bonus to your saving throw if you have proficiency later in this chapter. The Difficulty Class for a saving throw is determined by the effect that causes it or by the DM. For example, if a spell forces you to make a save, the DC is determined by the casters spellcasting
ability and Proficiency Bonus. Monster abilities that call for saves specify the DC. An attack roll determines whether an attack roll in other
situations, such as an archery competition. The Attack Roll Abilities table shows which ability modifier to use for different types of attack rolls. Ability Attack Type Strength Melee attack with a weapon or an Unarmed Strike (see the Rules Glossary) Dexterity Ranged attack with a weapon Varies Spell attack (the ability used is determined by the
spellcasters spellcasting feature, as explained in chapter 7) Some features let you use different ability modifiers from those listed. For example, the Finesse property, You add your Proficiency Bonus to your attack using a weapon you have
proficiency with, as well as when you attack with a spell. See Proficiency later in this chapter for more information about weapon proficiencies. A creature avoids being wounded in combat. The AC of a character is determined at character creation (see chapter 2), whereas the AC of a monster appears in
1) for an attack roll, the attack misses regardless of any modifiers or the targets AC. Sometimes a D20 Test is modified by Advantage reflects the positive circumstances. You usually acquire Advantage or Disadvantage through the use of special
abilities and actions. The DM can also decide that circumstances grant Advantage, roll a second d20 when you make the roll. Use the higher of the two rolls if you have Advantage, and use the lower roll if you have Disadvantage, roll a second d20 when you make the roll. Use the higher of the two rolls if you have Disadvantage, roll as each actions.
an 18 and a 3, use the 3. If you instead have Advantage on it, you roll only two d20s. Similarly, if multiple situations impose Disadvantage on a roll, you roll only two d20s. If circumstances cause a roll to have both Advantage and Disadvantage, the
roll has neither of them, and you roll one d20. This is true even if multiple circumstances impose Disadvantage or vice versa. In such a situation, you have neither Advantage or vice versa. In such a situation, you have neither Advantage or vice versa. In such a situation, you have neither Advantage or vice versa. In such a situation, you have neither Advantage or vice versa. In such a situation, you have neither Advantage or vice versa. In such a situation, you have neither Advantage or vice versa. In such a situation, you have neither Advantage or vice versa. In such a situation, you have neither Advantage or vice versa. In such a situation, you have neither Advantage or vice versa. In such a situation, you have neither Advantage or vice versa. In such a situation, you have neither Advantage or vice versa. In such a situation, you have neither Advantage or vice versa. In such a situation, you have neither Advantage or vice versa. In such a situation, you have neither Advantage or vice versa. In such a situation, you have neither Advantage or vice versa. In such a situation, you have neither Advantage or vice versa. In such a situation, you have neither Advantage or vice versa. In such a situation, you have neither Advantage or vice versa.
replace only one die, not both. You choose which one. For example, if you have Heroic Inspiration to reroll one of those dice, not both of them. Characters and monsters are good at various things. Some are skilled
with many weapons, while others can use only a few. Some are better at understanding peoples motives, and others are better at understanding peoples motives, and others are better at understanding peoples motives. All creatures have a Proficiency Bonus, which reflects the impact that training has on the creatures capabilities. A characters Proficiency Bonus increases as the character gains
levels (described in Creating a Character). A monsters Proficiency Bonus is based on its Challenge Rating (see the Rules Glossary). The Proficiency Bonus is applied to a D20 Test when the creature has proficiency Bonus is determined. This bonus is applied to a D20 Test when the creature has proficiency Bonus is determined.
Test. The bonus is also used for spell attacks and for calculating the DC of saving throws for spells. Level or CR Bonus Up to 4 +2 58 +3 912 +4 1316 +5 1720 +6 2124 +7 2528 +8 2930 +9 Your Proficiency Bonus cant be added to a die roll or another number more than once. For example, if a rule allows you to make a Charisma (Deception or
Persuasion) check, you add your Proficiency Bonus if youre proficient in either skill, but you dont add it twice if youre proficient in both skills. Occasionally, a Proficiency Bonus might be multiplied or divided (doubled or halved, for example) before being added. For example, the Expertise feature (see the Rules Glossary) doubles the Proficiency Bonus
for certain ability checks. Whenever the bonus is used, it can be multiplied only once and divided only once a
check for that action, and many other rules note when a skill is relevant. The DM has the ultimate say on whether a skill is relevant in a situation. If a creature is proficiency in a skill, a creature can still make ability checks involving that skill but
doesnt add its Proficiency Bonus. For example, if a character tries to climb a cliff, the DM might ask for a Strength (Athletics) check. If the character lacks that proficiency, they make the check without adding their Proficiency Bonus. The skills
are shown on the Skills table, which notes example uses for each skill proficiency as well as the ability check the skill most often applies to. Skill Ability Example Uses Acrobatics Dexterity Stay on your feet in a tricky situation, or perform an acrobatic stunt. Animal Handling Wisdom Calm or train an animal, or get an animal to behave in a certain way,
Arcana Intelligence Recall lore about spells, magic items, and the planes of existence. Athletics Strength Jump farther than normal, stay afloat in rough water, or break something. Deception Charisma Tell a convincing lie, or wear a disguise convincingly. History Intelligence Recall lore about historical events, people, nations, and cultures. Insight
Wisdom Discern a persons mood and intentions. Intimidation Charisma Awe or threaten someone into doing what you want. Investigation Intelligence Find obscure information in books, or deduce how something works. Medicine Wisdom Diagnose an illness, or determine what killed the recently slain. Nature Intelligence Recall lore about terrain,
plants, animals, and weather. Perception Wisdom Using a combination of senses, notice something thats easy to miss. Performance Charisma Act, tell a story, perform music, or dance. Persuasion Charisma Honestly and graciously convince someone of something. Religion Intelligence Recall lore about gods, religious rituals, and holy symbols. Sleight
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of Hand Dexterity Pick a pocket, conceal a handheld object, or perform legerdemain. Stealth Dexterity Escape notice by moving quietly and hiding behind things. Survival Wisdom Follow tracks, forage, find a trail, or avoid natural hazards. A characters starting skill proficiencies are determined at character creation, and a monsters skill proficiencies appear in its stat block. Proficiency in a saving throw lets a character add their Proficiency Bonus to saves that use a particular ability. For example, proficiency in Wisdom saves lets you add your Proficiency Bonus to your Wisdom saves lets you add your Proficiency in at least two saving throws, representing that classs training in evading or resisting certain threats. Wizards, for example, are proficiency with various weapons and tools from their class and background. There are two categories of equipment proficiency

Weapons. Anyone can wield a weapon, but proficiency makes you better at wielding it. If you have proficiency with a weapon, you add your Proficiency Bonus to any ability check you make that uses the tool. If you have proficiency in the skill thats also used with that check, you have Advantage on the check too. This means you can benefit from both skill proficiency on the same ability check. When you do something or communicating, you typically take an action. The Action table lists the games main actions, which are defined in more detail in the Rules Glossary. Action Summary Attack Attack with a weapon or an Unarmed Strike. Dash For the rest of the turn, give yourself extra movement doesnt provoke Opportunity Attack for the rest of the turn, attack rolls against you have Disadvantage, and you make Dexterity saving throws with Advantage. You lose this benefit if you have the Incapacitated condition or if your Speed is 0. Help Help another creatures ability check or attack roll, or administer first aid. Hide Make a Dexterity (Stealth) check. Influence Make a Charisma (Deception, Intimidation, Performance, or Persuasion) or Wisdom (Animal Handling) check to alter a creatures attitude. Magic Cast a spell, use a magic item, or use a magic item, or use a magic item, or Survival) check. Study Make an Intelligence (Arcana, History, Investigation, Nature, or Religion) check. Utilize Use a nonmagical object. Player characters and monsters can also do things not covered by these actions. When you describe an action not detailed elsewhere in the rules, the Dungeon Master tells you whether that action is possible and what kind of D20 Test you need to make, if any. The game uses actions to govern how much you can do at one time. You can take only one action at a time. This principle is most important in combat, as explained in Combat later in this chapter. Actions can come up in other situations, too: in a social interaction, you can try to Influence a creature or use the Search action to read the creatures body language, but you cant do both at the same time. And when youre exploring a dungeon, you cant simultaneously use the Search action to look for traps and use the Help action to aid another abilities let you take an additional action on your turn called a Bonus Action. You can take a Bonus Action only when a special ability, a spell, or another feature of the game states that you can do something as a Bonus Action. You otherwise dont have a Bonus Action to take. You can take only one Bonus Action on your turn, so you must choose which Bonus Action to use if you have more than one available. You choose when to take a Bonus Action during your turn unless the Bonus Action to use if you have more than one available. You choose when to take a Bonus Action during your turn unless the Bonus Action during your during your turn unless the Bonus Action during your during you abilities, spells, and situations allow you to take a special action called a Reaction. A Reaction is an instant response to a trigger of some kind, which can occur on your turn or on someone elses. The Opportunity Attack, described later in this chapter, is the most common type of Reaction. When you take a Reaction, you cant take another one until the start of your next turn. If the reaction interrupts another creatures turn, that creature can continue its turn right after the Reactions description says otherwise. During their adventures, player characters meet many different people and face some monsters that would rather talk than fight. In those situations, its time for social interaction, which takes many forms. For example, you might try to convince a burglar to confess to wrongdoing or try to flatter a guard. The Dungeon Master assumes the roles of any nonplayer characters who are participating. An NPCs attitude toward your character is Friendly Indifferent, or Hostile, as defined in the Rules Glossary. Friendly NPCs are predisposed to help, and Hostile ones are inclined to hinder. Social interactions progress in two ways: through roleplaying out a role. In this case, its you as a player determining how your character thinks, acts, and talks. Roleplaying is part of every aspect of the game, and it comes to the fore during social interactions. As you roleplay, consider whether you prefer an active approach or a descriptive approach or a descriptive approach. The DM uses an NPCs personality and your characters actions and attitudes to determine how an NPC reacts. A cowardly bandit might buckle under threats of imprisonment. A stubborn merchant refuses to help if the characters badger her. A vain dragon laps up flattery. When interacting with an NPC, pay attention to the DMs portrayal of the NPCs something they want or play on their sympathies, fears, or goals, you can form friendships, ward off violence, or learn a key piece of information. On the other hand, if you insult a proud warrior or speak ill of a nobles allies, your efforts to convince or deceive will likely fail. Ability checks can be key in determining the outcome of a social interaction. Your roleplaying efforts can alter an NPCs attitude, but there might still be an element of chance if the DM wants dice to play a role in determining an NPCs response to you. In such situations, the DM will interact with an NPC; use an approach that relies on your groups skill proficiencies. For example, if the group needs to trick a guard into letting them into a castle, the Rogue who is proficient in Deception should lead the discussion. Exploration involves delving into places that are dangerous and full of mystery. The rules in this section detail some of the ways adventurers interact with the environment in such places. As adventurers explore, their equipment can help them in many ways. For example, they can reach out-of-the-way places with a Ladder, perceive things they wouldnt otherwise notice with a Torch or another light source, bypass locked doors and containers with Thieves Tools, and create obstacles for pursuers with Caltrops. See Equipment for rules on many items that are useful on adventures. The items in the Tools and Adventuring Gear sections are especially useful. The weapons in that chapter can also be used for more than battle; you could use a Quarterstaff, for example, to push a sinister-looking button that you're reluctant to touch. Some adventuring tasks such as noticing danger, hitting an enemy, and targeting certain spellsare affected by sight, so effects that obscured areasuch as an area with Dim Lightly or Heavily Obscured areasuch as an area might be Lightly or Heavily Obscured areasuch as an area with Dim Lightly or Heavily Obscured areasuch as an area with Dim Lightly or Heavily Obscured areasuch as an area with Dim Lightly or Heavily Obscured areasuch as an area with Dim Lightly or Heavily Obscured areasuch as an area with Dim Lightly or Heavily Obscured areasuch as an area with Dim Lightly or Heavily Obscured areasuch as an area with Dim Lightly or Heavily Obscured areasuch as an area with Dim Lightly or Heavily Obscured areasuch as an area with Dim Lightly or Heavily Obscured areasuch as an area with Dim Lightly or Heavily Obscured areasuch as an area with Dim Lightly or Heavily Obscured areasuch as an area with Dim Lightly or Heavily Obscured areasuch as an area with Dim Lightly or Heavily Obscured areasuch as an area with Dim Lightly or Heavily Obscured areasuch as an area with Dim Lightly Obscured areasuch as a supplication of the Dim Lightly Obscured areasuch as a supplication of the Dim Lightly Obscured areasuch as a supplication of the Dim Lightly Obscured areasuch as a supplication of the Dim Lightly Obscured areasuch as a supplication of the Dim Lightly Obscured areasuch as a supplication of the Dim Lightly Obscured areasuch as a supplication of the Dim Lightly Obscured areasuch as a supplication of the Dim Lightly Obscured areasuch as a supplication of the Dim Lightly Obscured areasuch as a supplication of the Dim Lightly Obscured areasuch as a supplication of the Dim Lightly Obscured areasuch as a supplication of the Dim Lightly Obscured areasuch as a supplication of the Dim Lightly Obscured areasuch as a supplication of the Dim Lightly Obscured areasuch as a supplicat on sight. A Heavily Obscured areasuch as an area with Darkness, heavy fog, or dense foliageis opaque. You have the Blinded condition (see the Rules Glossary) when trying to see something there. The presence or absence of light determines the category of illumination in an area, as defined below. Bright Light lets most creatures see normally. Even gloomy days provide Bright Light, as do torches, lanterns, fires, and other sources of illumination within a specific radius. Dim Light is usually a boundary between Bright Light and surrounding Darkness. The soft light of twilight and dawn also counts as Dim Light. A full moon might bathe the land in Dim Light. Darkness creates a Heavily Obscured area. Characters face Darkness outdoors at night (even most moonlit nights), within the confines of an unlit dungeon, or in an area of magical Darkness. Some creatures have special senses that help them perceive things in certain situations. The rules glossary defines the following special senses: Adventurers and monsters often hide, whether to spy on one another, sneak past a guardian, or set an ambush. The Dungeon Master decides when circumstances are appropriate for hiding. When you try to hide, you take the Hide action. Interacting with objects is often simple to resolve. The player tells the DM that their character is doing something, such as moving a lever or opening a door, and the DM describes what happens. Sometimes, however, rules govern what you can do with an object, as detailed in the following sections. For the purpose of the rules, an object is a discrete, inanimate item like a window, door, sword, book, table, chair, or stone. It isnt a building or a vehicle, which are composed of many objects. When time is short, such as in combat, interaction must occur during a creatures movement or action. Any additional interactions require the Utilize action, as explained in Combat later in this chapter. When your character searches for hidden things, such as a secret door or a trap, the DM typically asks you to make a Wisdom (Perception) check, provided you describe the character searching in the hidden objects vicinity. On a success, you find the object, other important details, or both. If you describe your character searching nowhere near a hidden object, a Wisdom (Perception) check wont reveal the object, no matter the checks total. You can usually heavy object or a massive number of lighter objects, the DM might require you to abide by the rules for carrying capacity in the Rules Glossary. As an action, you can automatically break or otherwise destroy a fragile, nonmagical object, such as a glass container or a piece of paper. If you try to damage something more resilient, the DM might use the rules on breaking objects in the Rules Glossary. Monsters are the main perils characters face, but other dangers await. The rules glossary defines the following hazards: During an adventure, the characters might travel long distances or travel times, or the DM might have you use the travel pace rules below. If you need to know how fast you can move when every second matters, see the movement rules in Combat later in this chapter. While traveling outside combat, a group can move at a Fast, Normal, or Slow pace, as shown on the Travel Pace table. The table states how far the party can move in a period of time; if riding horses or other mounts, the group can move twice that distance for 1 hour, after which the mounts need a Short or Long Rest before they can move at that increased pace again (see Equipment for a selection of mounts for sale). The DMs Toolbox has rules that affect which pace you can choose in certain types of terrain. Distance Traveled Per... Pace Minute Hour Day Fast 400 feet 4 miles 30 miles Normal 300 feet 3 miles 24 miles Slow 200 feet 2 miles 18 miles Each travel pace has a game effect, as defined below. Fast. Traveling at a Fast pace imposes Disadvantage on a travelers Wisdom (Perception or Survival) and Dexterity (Stealth) checks. Slow. Traveling at a Slow pace grants Advantage on Wisdom (Perception or Survival) checks. Travelers in wagons, carriages, or other land vehicles choose a pace as normal. Characters in a waterborne vessel and the size of the crew, ships might be able to travel for up to 24 hours per day. Equipment includes vehicles for sale. Adventurers encounter many dangerous monsters and nefarious villains. In those moments, combat encounter is a clash between two sides: a flurry of weapon swings, feints, parries, footwork, and spellcasting. The game organizes combat into a cycle of rounds and turns. A round represents about 6 seconds in the game world. During a round, each participant in a battle takes a turn. The order of turns is determined at the beginning of combat when everyone rolls Initiative. Once everyone has taken a turn, the fight continues to the next round if neither side is defeated. Combat unfolds in these steps: Establish Positions. The Dungeon Master determines where all the characters and monsters are located. Given the adversaries arehow far away and in what direction. Roll Initiative. Everyone involved in the combat encounter rolls Initiative, determining the order of combat at turns. Take Turns. Each participant in the battle takes a turn in Initiative determines the order of turns during combat. When combat starts, every participant rolls Initiative they make a Dexterity check that determines their place in the Initiative order. The DM rolls for monsters, for a group of identical creatures, the DM makes a single roll, so each member of the group has the same Initiative roll. For example if an ambusher starts combat while hidden from a foe who is unaware that combat is starting, that foe is surprised. Initiative for short. The DM ranks the combatants, from highest to lowest Initiative. This is the order in which they act during each round. The Initiative order remains the same from round to round. Ties. If a tie occurs, the DM decides the order among tied monsters, and the players decide the order among tied characters. The DM decides the order among tied characters. The DM decides the order among tied characters. The DM decides the order among tied monsters, and the players decide the order among tied characters. move first or take your action first. The main actions you can take are listed in Actions earlier in this chapter gives the rules for movement. Communicating. You can communicate however you are ablethrough brief utterances and gestures as you take your turn. Doing so uses neither your action nor your move. Extended communication, such as a detailed explanation of something or an attempt to persuade a foe, requires an action. The Influence action is the main way you try to influence a monster. Interacting with Things. You can interact with one object or feature of the environment for free, during either your move or action. For example, you could open a door during your move as you stride toward a foe. If you want to interact with a second object, you need to take the Utilize action. Some magic items and other special objects always require an action to use, as stated in their descriptions. The DM might require you to use an action for any of these activities when it needs special care or when it presents an unusual obstacle. For instance, the DM might require you to take the Utilize action to open a stuck door or turn a crank to lower a drawbridge. Doing Nothing on Your Turn. You can forgo moving, taking an action, or doing anything at all on your turn. If you cant decide what to do, consider taking the defensive Dodge action or the Ready action to delay action or the Ready action to delay action your Speed or less. Or you can decide not to move. Your movement can include climbing, crawling, jumping, and swimming (each explained in the Rules Glossary). These different moves. However youre moving with your Speed, you deduct the distance of each part of your move from it until it is used up or until you are done moving, whichever comes first. A characters Speed is determined during character speed as well as about special speeds, such as a Climb Speed, Fly Speed, or Swim Speed. Combatants are often slowed down by Difficult Terrain. Low furniture, rubble, undergrowth, steep stairs, snow, and shallow bogs are examples of Difficult Terrain. You can break up your move, using some of its movement in Difficult Terrain. before and after any action, Bonus Action, or Reaction you take on the same turn. For example, if you have a Speed of 30 feet, you could go 10 feet, take an action, or Reaction you take on the same turn. For example, if you have a Speed of 30 feet, you could go 10 feet, take an action, or Reaction you take on the same turn, you can give yourself the Prone condition (see the Rules Glossary) without using an action or any of your Speed, but you cant do so if your Speed is 0. A creature belongs to a size category, which determines the width of the square space the creature occupies on a map, as shown on the Creature Size and Space table. That table lists the sizes from smallest (Tiny) to largest (Gargantuan). A creature Size and Space table is the area it needs to fight effectively. A characters size is determined by species, and a monsters size is specified in the monsters stat block. Size Space (Feet) Space (Squares) Tiny 2 by 2 feet 1 squares (3 by 3) Gargantuan 20 by 20 feet 16 squares (4 by 4) During your move, you can pass through the space of an ally, a creature that has the Incapacitated condition (see the Rules Glossary), a Tiny creature space is Difficult Terrain for you unless that creature is Tiny or your ally. You cant willingly end a move in a space occupied by another creature. If you somehow end a turn in a space with another creature, you have the Prone condition (see the Rules Glossary) unless you are Tiny or are of a larger size than the other creature. When you take the Attack. Some other actions, Bonus Actions, and Reactions also let you make an attack. Whether you strike with a Melee weapon, fire a Ranged weapon, or make an attack roll as part of a spell, an attack has the following structure: Choose a Target. Pick a target within your attacks range: a creature, an object, or a location. Determine Modifiers. The DM determines whether the target has Cover (see the next section) and whether you have Advantage or Disadvantage against the target. In addition, spells, special abilities, and other effects can apply penalties or bonuses to your attack roll. Resolve the Attack has rules that specify otherwise. Some attacks cause special effects in addition to or instead of damage. Walls, trees, creatures, and other obstacles can provide cover, making a target more difficult to harm. As detailed in the Cover table, there are three degrees of cover, each of which gives a different benefit to a target can benefit from cover only when an attack or other effect originates on the opposite side of the cover If a target is behind multiple sources of cover, only the most protective degree of cover applies; the degrees arent added together. For example, if a target has Three-Quarters Cover. Degree Benefit to Target Offered By... Half +2 bonus to AC and Dexterity saving throws Another creature or an object that covers at least three-Quarters +5 bonus to AC and Dexterity saving throws An object that covers at least three-quarters of the target Total Cant be targeted directly An object that covers at least three-quarters of the target Total Cant be targeted directly An object that covers at least three-quarters of the target Total Cant be targeted directly An object that covers at least three-quarters of the target Total Cant be targeted directly An object that covers at least three-quarters of the target Total Cant be targeted directly An object that covers at least three-quarters of the target Total Cant be targeted directly An object that covers at least three-quarters of the target Total Cant be targeted directly An object that covers at least three-quarters of the target Total Cant be targeted directly An object that covers at least three-quarters of the target Total Cant be targeted directly An object that covers at least three-quarters of the target Total Cant be targeted directly An object that covers at least three-quarters of the target Total Cant be targeted directly An object that covers at least three-quarters of the target Total Cant be targeted directly An object that covers at least three-quarters of the target Total Cant be targeted directly An object that covers at least three-quarters of the target Total Cant be targeted directly An object that covers at least three-quarters of the target Total Cant be targeted directly An object that covers at least three-quarters of the target Total Cant be targeted directly An object that covers at least three-quarters of the target Total Cant be targeted directly An object that covers at least three-quarters of the target Total Cant be targeted directly An object that covers at least three-quarters of the target Total Cant be targeted directly at least three-quarters of the target Total Cant be targeted directly at least three-quarters of the target three-quarters of the target three-quarters of the target target you cant see, you have Disadvantage on the roll. This is true whether youre guessing the targets location or targeting a creature you can hear but not see. If the target isnt in the location you make an attack roll, you give away your location when the attack hits or misses. When you make a ranged attack, you fire a bow, hurl an axe, or otherwise send projectiles to strike a foe at a distance. Many spells also involve making a ranged attack, you fire a bow, hurl an axe, or otherwise send projectiles to strike a foe at a distance. Many spells also involve making a ranged attack, you fire a bow, hurl an axe, or otherwise send projectiles to strike a foe at a distance. Many spells also involve making a ranged attack, you fire a bow, hurl an axe, or otherwise send projectiles to strike a foe at a distance. Many spells also involve making a ranged attack, you fire a bow, hurl an axe, or otherwise send projectiles to strike a foe at a distance. single range, you cant attack a target beyond this range. Some ranged attacks, such as those made with a Longbow, have two ranges. The smaller number is the long range. Your attack a target beyond long range. Aiming a ranged attack is more difficult when a foe is next to you. When you make a ranged attack roll with a weapon, a spell, or some other means, you have Disadvantage on the roll if you are within 5 feet of an enemy who can see you and doesnt have the Incapacitated condition (see the Rules Glossary). A melee attack allows you to attack a target within your reach. A melee attack typically uses a handheld weapon or an Unarmed Strike. Many monsters make melee attacks with claws, teeth, or other body parts. A few spells also involve melee attacks with a reach greater than 5 feet, as noted in their descriptions. Combatants watch for enemies to drop their guard. If you move heedlessly past your foes, you put yourself in danger by provoking an Opportunity Attack by taking the Disengage action. You also dont provoke an Opportunity Attack when you teleport or when you are moved without using your movement, action, Bonus Action, or Reaction. For example, you dont provoke an Opportunity Attack. You can make an Opportunity Attack when a creature that you can see leaves your reach. To make the attack, take a Reaction to make one melee attack with a weapon or an Unarmed Strike against that creature. The attack occurs right before it leaves your reach. A willing creature that is at least one size larger than a rider and that has an appropriate anatomy can serve as a mount, using the following rules. During your move, you can mount a creature that is within 5 feet of you or dismount. Doing so costs an amount of movement to mount a horse. You can control a mount only if it has been trained to accept a rider. Domesticated horses, mules, and similar creatures have such training. The Initiative of a controlled mount it. It moves on your turn as you direct it, and it has only three action options during that turn: Dash, Disengage, and Dodge. A controlled mount can move and act even on the turn that you mount it. In contrast, an independent mountone that lets you ride but ignores your controlretains its place in the Initiative order and moves and acts as it likes. If an effect is about to move your mount against its will while youre on it, you must succeed on a DC 10 Dexterity saving throw or fall off, landing with the Prone condition (see the Rules Glossary) in an unoccupied space within 5 feet of the mount. While mounted, you must make the same save if youre knocked Prone or the mount is. A fight underwater follows these rules. When making a melee attack roll with a weapon deals Piercing damage. A ranged attack roll with a weapon underwater automatically misses a target beyond the weapons normal range, and the attack roll has Disadvantage against a target within normal range. Anything underwater has Resistance to Fire damage (explained in Damage and Healing). Injury and death are frequent threats in D&D, as detailed in the following rules. Hit Points represent durability and the will to live. Creatures with more Hit Points are more difficult to kill. Your Hit Points are more difficult to kill. Your Hit Points can be any number from that maximum down to 0, which is the lowest Hit Points can go. Whenever you take damage, subtract it from your Hit Points. Hit Points with more Hit Points are more difficult to kill. loss has no effect on your capabilities until you reach 0 Hit Points. If you have half your Hit Points or fewer, youre Bloodied, which has no game effect on its own but which might trigger other game effects. Each weapon, spell, and damaging monster ability specifies the damage it deals. You roll the damage dice, add any modifiers, and deal the damage to your target. If theres a penalty to the damage, its possible to deal 0 damage but not negative damage and whether to add any modifiers. Unless a rule says otherwise, you dont add your ability modifier to a fixed damage dice and Spells for spells damage dice and Spells for spells damage dice twice, add them together, and add any relevant modifiers as normal. For example, if you score a Critical Hit with a Dagger, roll 2d4 for the damage rather than 1d4, and add your relevant ability modifier. If the attack involves other damage dealt via saving throws uses these rules. When you create a damaging effect that forces two or more targets to make saving throws against it at the same time, roll the damage once for all the targets. For example, when a wizard casts Fireball, the spells damage is rolled once for all creatures caught in the blast. Many saving throw. The halved damage is equal to half the damage that would be dealt on a failed save. Each instance of damage types are listed in the Rules Glossary and have no rules of their own, but other rules, such as Resistance, rely on damage types are listed in the Rules Glossary and have no rules of their own, but other rules, such as Resistance, rely on damage types are listed in the Rules Glossary and have no rules of their own, but other rules, such as Resistance, rely on damage types are listed in the Rules Glossary and have no rules of their own, but other rules, such as Resistance, rely on damage types are listed in the Rules Glossary and have no rules of their own, but other rules, such as Resistance, rely on damage types are listed in the Rules Glossary and have no rules of their own, but other rules, such as Resistance, rely on damage types are listed in the Rules Glossary and have no rules of their own, but other rules, such as Resistance, rely on damage types are listed in the Rules Glossary and have no rules of their own, but other rules, such as Resistance, rely on damage types are listed in the Rules Glossary and have no rules of their own, but other rules, such as Resistance, rely on damage types are listed in the Rules Glossary and have no rules of their own, but other rules, such as Resistance, rely on damage types are listed in the Rules Glossary and the Rules types. If you have Resistance to a damage type, damage of that type is halved against you (round down). If you have Vulnerability to a damage type, damage of that type is doubled against you, and if you have Vulnerability to Fire damage, such damage is doubled against you. Multiple instances of Resistance or Vulnerability that affect the same damage type count as only one instance. For example, if you have Resistance to Necrotic damage as well as Resistance to all damage, Necrotic damage as well as Resistance to Necrotic damage as well as Necrotic damage as Necrotic damage as well as Necrotic damage as Necrotic dama penalties, or multipliers are applied first; Resistance is applied third. For example, and Vulnerability to Fire damage and Vulnerability to Fire damage, and its within a magical aura that reduces all damage by 5. If it takes 28 Fire damage, the damage is first reduced by 5 (to 23), then halved for the creatures Resistance (and rounded down to 11), then doubled for its Vulnerability (to 22). Some creatures and objects have Immunity to a damage type means you dont take damage of that type, and Immunity to a condition means you arent affected by it. Hit Points can be restored by magic, such as the Cure Wounds spell or a Potion of Healing, or by a Short or Long Rest (see the Rules Glossary). When you receive 8 Hit Points to your Hit Points to your Hit Points to your Hit Points to your Hit Points of healing, and have 14 Hit Points and a Hit Point maximum of 20, you regain 6 Hit Points, not 8. When a creature drops to 0 Hit Points, it either dies outright or falls unconscious, as explained below. Here are the main ways a creature can die instantly. Monster Death. A monster dies the instant it drops to 0 Hit Points, although a Dungeon Master can ignore this rule for an individual monster and treat it like a character. Hit Point maximum of 0. A creature dies if the remainder equals or exceeds their Hit Point maximum. For example, if your character drops to 0 Hit Points, but 12 damage remains. The character drops to 0 Hit Points, but 12 damage remains. The character drops to 12 damage remains. The character drops to 13 damage, the character drops to 14 damage remains. with the Raise Dead spell. Or talk with the DM about making a new character to join the group. The Rules Glossary has more information on being dead. If you reach 0 Hit Points, and you now face making Death Saving Throws (see below). Whenever you start your turn with 0 Hit Points, you must make a Death Saving Throw to determine whether you creep closer to death or hang on to life. Unlike other saving throws, this one isnt tied to an ability score. Youre in the hands of fate now. Three Successes/Failures. Roll 1d20. If the roll is 10 or higher, you succeed. Otherwise, you fail. A success or failure has no effect by itself. On your third success, you become Stable (see Stabilizing a Character below). On your third failure, you die. The successes and failures dont need to be consecutive; keep track of both until you collect three of a kind. The number of both is reset to zero when you regain any Hit Points or become Stable. Rolling a 1 or 20. When you roll a 1 on the d20 for a Death Saving Throw, you suffer two failures. If you take any damage while you have 0 Hit Points, you suffer two failures instead. If the damage equals or exceeds your Hit Point maximum, you die. You can take the Help action to try to stabilize a creature with 0 Hit Points, which requires a successful DC 10 Wisdom (Medicine) check. A Stable creature doesnt make Death Saving Throws even though it has 0 Hit Points, but it still has the Unconscious condition. If the creature takes damage, it stops being Stable and starts making Death Saving Throws again. A Stable creature that isnt healed regains 1 Hit Points, as explained below. If you have Temporary Hit Points and take damage, those points are lost first, and any leftover damage carries over to your Hit Points. For example, if you have 5 Temporary Hit Points and take 7 damage, you lose those points and then lose 2 Hit Points Cant be added together. If you have Temporary Hit Points and take 7 damage, you lose those points and then lose 2 Hit Points cant be added together. If you have Temporary Hit Points and take 7 damage, you lose those points and then lose 2 Hit Points and take 7 damage, you lose those points and then lose 2 Hit Points and take 7 damage, you lose those points and take 8 damage, you lose those points and take 9 damage, you lose those points are 1 damage, you lose those points are 1 damage. and receive more of them, you decide whether to keep the ones you have or to gain the new ones. For example, if a spell grants you 12 Temporary Hit Points cant be added to your Hit Points, healing cant restore them, and receiving Temporary Hit Points doesn't count as healing. Because Temporary Hit Points, a creature can be at full Hit Points, a creature can be at full Hit Points, receiving Temporary Hit Points and receive Temporary Hit Points are that alters the recipients capabilities. The following conditions are defined in the Rules Glossary: The definition of a condition specified by the effect that imposed the condition or until the condition is countered (the Prone condition is countered by standing up, for example). If multiple effects impose the same condition on you, each instance of the condition or you dont. The Exhaustion condition is an exception; its effects get worse if you have a condition and receive it again. Who do you want to be? Become a legendary adventurer with the 2024 Players Handbook. Will you play as an evil elf sorcerer, a bombastic orc fighter, or a world-weary druid looking for some peace and quiet? Defend your friends, melt your enemies, heal the wounded, or turn into a bear. You choose how you play.

Dnd 5e giant spider token. Spider token 5e. Dnd spider token. Giant spider token. Dnd giant wolf spider token. Giant spider token 5e.