

BASIC DUNGEONS & DRAGONS RULES

Attack

AC versus D20 + Attack Modifier (Strength / Dexterity)

Damage per Weapon Description

Advantage : Roll Twice Pick Best

Disadvantage : Roll Twice Pick Worst

Critical Hit : Deal Damage Twice

Critical Miss : See Table for Ramifications

0 Hit Points : Hit Dice over 10 3 Times you Live (Vice Versa)

If Spell doesn't Specify Dex Save Use D20 + Sp Attk Bon Vs. AC

DM Determines Difficulty Class

5 : Very Easy

10 : Easy

15 : Medium

20 : Hard

25 : Very Hard

30 : Impossible

Athletics Check

Swimming : Half Speed

Long Jump : D20 + ATH MOD / 10 (Move Prior / 5)

High Jump : D20 + ATH MOD / 10 (Move Prior / 5)

Climbing : 1/2 SPD : D20 + ATH MOD Vs. DC

Fail by 5+ : Something Bad Happens

Surprise

Monster Surprise

D20 + Dex or Stealth

Player Sense Stealth

D20 + Perception

Strength Save : Lift, Push, Pull, Catch or Break (Crowbar +2)

Dexterity Save : Avoid Attacks in which Reflexes come into play

Constitution Save : Measures Ability to Stand up to Punishment

Wisdom Save : Reflect your Resistance to Mental Influence

Basic Skill Modifiers

Insight Check : Sense Truthfulness, Motives, Clues

Intimidation Check : Intimidate

Survival Check : 1 days food for every 2 over DC

Investigation Check : Find clues and hidden things

Persuasion Check : Persuade

Perception Check : Perceive Stealth & Traps

Sleight of Hand Check

Steal Object

Pick Pocket (DC = Object Size)

Versus Passive Perception

Pick Lock / Disable Trap

D20 + Dex Vs. DC

+5 Failure :

Bad Thing may Happen

Stealth Check

Hide vs. Passive Perception

Move more then 2 spaces -5 Stealth

Dash -10 Stealth

Cover

1/2 Cover : +2 AC & Dex Save

3/4 Cover : +5 AC & Dex Save

Full Cover : Only Area Spells Hit

Contest

Strength Check Vs. Strength Check