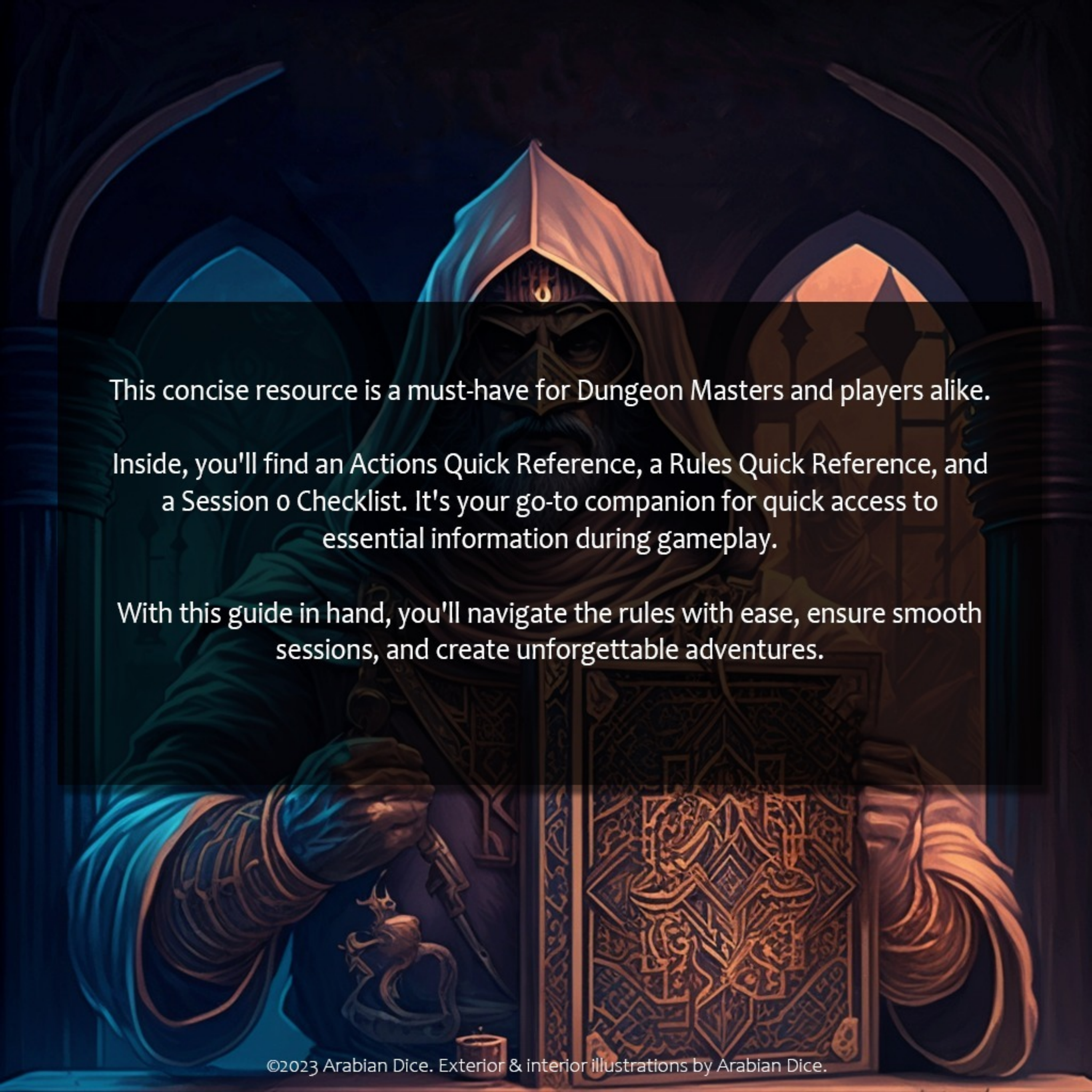


ARABIAN
DICE 

Dungeon Companion

A QUICK REFERENCE GUIDE



This concise resource is a must-have for Dungeon Masters and players alike.

Inside, you'll find an Actions Quick Reference, a Rules Quick Reference, and a Session 0 Checklist. It's your go-to companion for quick access to essential information during gameplay.

With this guide in hand, you'll navigate the rules with ease, ensure smooth sessions, and create unforgettable adventures.

ACTIONS - D&D 5TH EDITION!

A PLAYER IS ALLOWED IN ONE TURN TO TAKE:

One Move Action

Move up to your speed on your turn.

Movement can be interrupted to perform any other action then finish afterwards.

One Action

ATTACK with a weapon or CAST a spell.

HELP gives an ally advantage to an ability check or attack.

TWO-WEAPON FIGHTING allows two attacks using a pair of light weapons, using your Bonus Action. (counts as one attack)

HIDE gives you advantage to attacking visible foes and them disadvantage to hit you.

GRAPPLE a foe with a free hand, using your Athletics vs their Athletics or Acrobatics. (counts as one attack).

READY AN ACTION performs a single action later in the round, using your Reaction, once a trigger occurs.

DASH allows you to move up to your speed, in addition to your Move Action.

SEARCH devotes your turn to finding something. This may require a Perception or Investigation check.

DISENGAGE from melee with a foe. Your movement no longer provokes attacks for this turn.

SHOVE lets you push a foe back 5 feet or knock them prone using Athletics vs their Athletics or Acrobatics. (counts as one attack)

DODGE to focus on defense. Attacks made against you have disadvantage.

USE AN OBJECT lets you activate or interact with an item that takes an entire action to function.

One Bonus Action (when granted)

Many class and racial features are performed as a bonus action on your turn. These will be specified as such

(e.g., the second attack when using Two-Weapon Fighting is a Bonus Action).

One Reaction (if triggered)

You can use a reaction once at any point during the round until it is your turn again.

Perform a single attack of opportunity.

Use a Readied Action that has been triggered.

Some spells can only be used as a reaction.

RULES - D&D 5TH EDITION!

QUICK RULES AND REFERENCES:

COMMON ROLLS

Roll	Description
Advantage	Roll 2x20- Take Highest
Disadvantage	Roll 2x20 Take Lowest
Initiative	1d20+ DEX. Mod.
Melee Attack Roll	1d20+ STR. Mod. (+ Prof) (+ Bonuses)
Ranged Attack Roll	1d20+ DEX. Mod. (+ Prof) (+ Bonuses)
Melee Dmg Roll	Weapon Dmg+ STR. Mod. (+ Bonuses)
Ranged Dmg Roll	Weapon Dmg + DEX. Mod (+ Bonuses)

SPELLS

Roll	Description
Magical Attack	1d20+ Ability Mod. + Prof.
Spell Save DC	8-Ability Mod - Prof (+Situational Mod)

OTHER

Passive Perception	10+ All Wisdom Modifiers
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CHARACTER ADVANCEMENT

EXP	Level	Prof. Bonus	EXP	Level	Prof. Bonus
0	1	+2	85,000	11	+4
300	2	+2	100,000	12	+4
900	3	+2	120,000	13	+5
2700	4	+2	140,000	14	+5
6500	5	+3	165,000	15	+5
14,000	6	+3	195,000	16	+5
23,000	7	+3	225,000	17	+6
34,000	8	+3	265,000	18	+6
48,000	9	+4	305,000	19	+6
64,000	10	+4	355,000	20	+6

SURPRISE

If neither side tries to be stealthy, they automatically notice each other. Otherwise, the GM compares the DEX. (Stealth) checks of anyone Hiding with the passive WIS. (Perception) score of each creature on the opposing side.

Any character or monster that doesn't notice a threat is surprised at the start of the encounter.

If you're surprised: you can't move or take an action on your first turn of the combat, and you can't take a Reaction until that turn ends.

SESSION (0) - D&D 5TH EDITION!

OPTIMIZING YOUR CAMPAIGN'S EXPERIENCE:

SESSION ZERO

Refers to the initial gathering of players and the Dungeon Master (DM) before the actual gameplay begins. During Session Zero, the focus is not on playing the game, but rather on setting expectations, discussing the campaign, and establishing guidelines for the upcoming adventures.

THE DM'S APPROACH

- Improvisation | Preparation
- Rules flexibility
- Experience | Milestone
- Consequences approach
- Default | Balance
- Official | Homebrew material
- General restrictions

THE WAY OF PLAYING

- DM & Players availability
- Online | Offline | Platform
- Session avg. time
- Type of game

OUT-OF-GAME TOPICS

- Disruptive Topics | Situations
- Out-of-game expectations
- Required session equipment
- Distractions during play
- Commitment
- Absences | Early leaves
- Drinks & Snacks
- House rules

THE WORLD

- Story setting
- Notable locations, races, and people
- Notable information about the world
- Restrictions on Background | Class | Race

THE CAMPAIGN

- Estimated campaign length
- Which system-version will be used
- Which books are allowed
- Genre & tone of the campaign
- Emphasis on combat & roleplaying
- Level of campaign difficulty

IN-GAME TOPICS

- Disruptive Topics | Actions
- In-game expectations
- Metagaming
- Rules debates
- Handling problematic situations
- Character Deaths | Rejoining
- Player vs Player situations
- House rules
