

What Do I Add To My Dice Rolls?! D&D 5th edition

Initiative: 1d20 + Dexterity modifier_____

Melee Weapon Attack:

1d20 + Strength Ability Modifier_____ + Weapon Proficiency bonus_____ =

Melee Weapon Damage:

Weapon damage dice_____ + Strength modifier_____ =

Ranged Weapon Attack:

1d20 + Dexterity Modifier_____ + Weapon Proficiency bonus_____ =

Ranged Weapon Damage:

Weapon Damage dice_____ + Dexterity modifier_____ =

Armor class: Bonus from armor worn_____ + Dexterity Modifier_____ =

Ability checks: 1d20 + ability modifier. *(Add skill proficiency bonus to specific skills if applicable.)*

Strength: 1d20 + Ability Modifier_____ + Skill proficiency_____ =

Dexterity: 1d20 + Ability Modifier_____ + Skill proficiency_____ =

Constitution: 1d20 + Ability Modifier_____ + Skill proficiency_____ =

Intelligence: 1d20 + Ability Modifier_____ + Skill proficiency_____ =

Wisdom: 1d20 + Ability Modifier_____ + Skill proficiency_____ =

Charisma: 1d20 + Ability Modifier_____ + Skill proficiency_____ =

Saving Throws: 1d20 + Ability Modifier_____ + Save Proficiency *(if applicable)*_____ =

Spell Attack Bonus: 1d20 + Spellcasting Ability modifier_____ + Proficiency Bonus_____ =

Spell Save DC: 8 + Spellcasting Class Ability modifier_____ + Proficiency Bonus_____ =

Passive Perception: 10 + Wisdom Ability Modifier_____ + **Perception** Skill proficiency_____

Hp healing at Short Rest: Class Hit die_____ + Constitution modifier_____ =

Potion of Healing: 2d4+2 **Potion of greater healing:** 4d4+4 **Superior healing:** 8d4+8

Advantage: Roll 2d20s and keep the higher roll + normal modifiers and proficiencies.

Disadvantage: Roll 2d20s and use the lower roll + normal modifiers and proficiencies.

Resistance: Take half damage from the specified damage type. *(Always round down.)*