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Tamoachan 2pm

▶ **Launch Game**

🔍 Content ▾

👤 Looking for Players ▾

⚙️ Settings ▾

The addon **Pathfinder Playtest Flip-Mat Multi-Pack** has successfully been added to the game. ✕

Playing

Next Game Will Be Saturday March 28 2:00PM EDT (1 day from now)

[Click to enter a description...](#)

CREATED BY



dmlibrarian
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Member since: 11/07/18
Hours Played: 136

9 PLAYERS

✉️ [Invite Players](#)



Abinesh T.



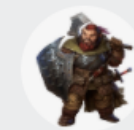
Ishaan V.



Test player



Praneel M.



Dan P.



Austin K.



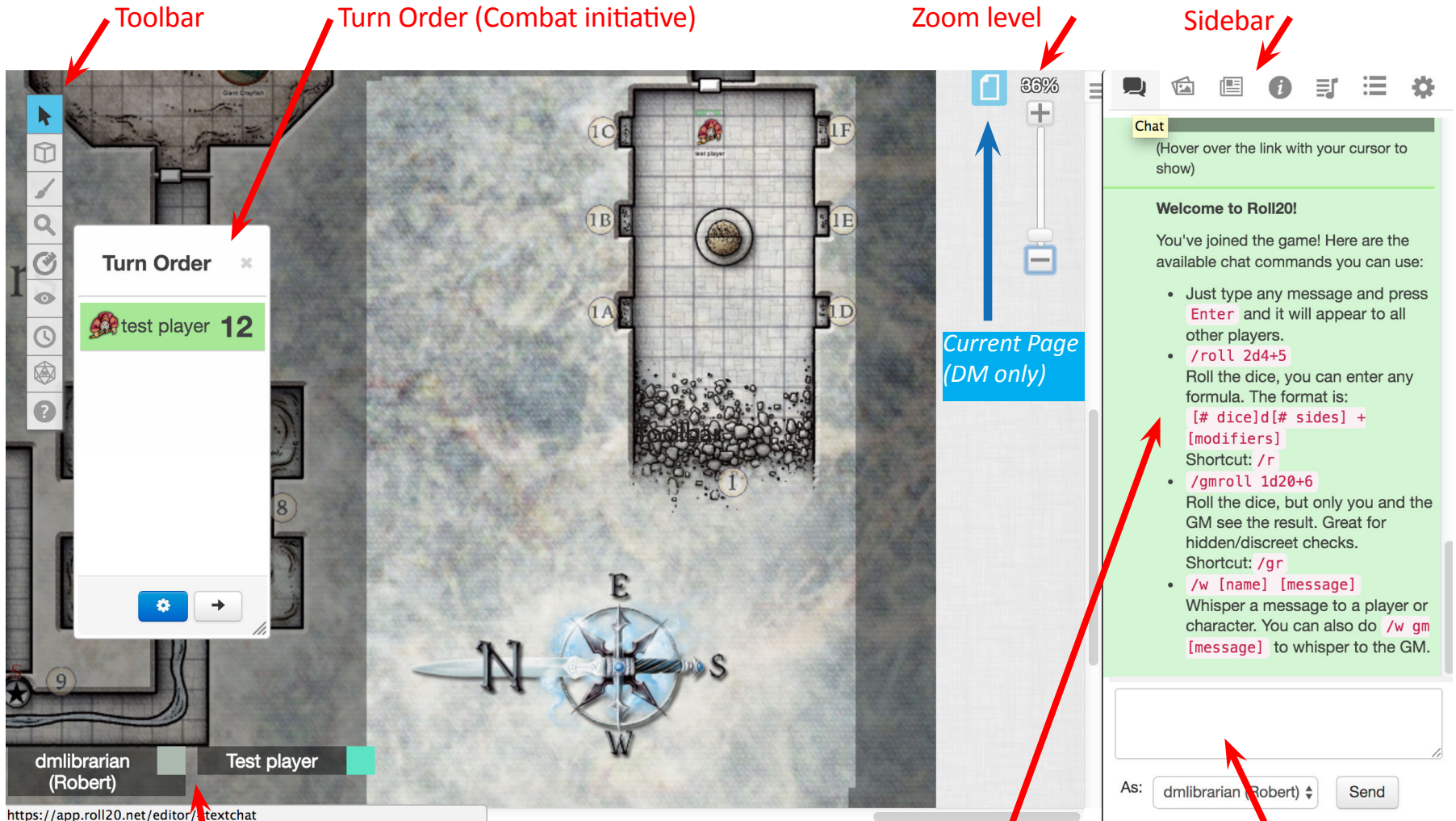
Joey R.



Alex P.



Megan W.



Logged-in players (change to "Names Only" in My Settings)

Manual dice roll instructions

Chat window and dice roll results

Sidebar - Art Library (DM ONLY)

Search: Art Library Tokens

Premium Assets My Library

Upload Add

+ More tokens

dd-token-png-5.png

+ 01 - Characters

+ Token Miniatures - Fantasy Humans

+ 45 - Heroic Characters 1

clarence_token.png

d8ybecc-a5589c54-d081-4b3d-af4a...

bac4e4044be63ca0133d34aecf98d2...

cityguardshelm_09.png

char_teifling_egress.png

char_gnome_valla.png

Sidebar - Journal (Character Sheets)

Search by tag or name... Journal

Double-click on name to open Character Sheet (p7).

+ Add

test player

The Hidden Shrine of Tamoachan

Sidebar - Compendium

D&D 5th Edition Compendium

Search for spell, item, monster, anything!

Adventure

Backgrounds

CategoryIndex

Charm

Classes

Content

Feats

Items

Lists

Lore

Miscellaneous

Monsters

Sidebar - Jukebox (optional)

The Jukebox sidebar features a top navigation bar with icons for chat, gallery, documents, help, music, menu, and settings. The music icon is highlighted with a blue box. Below the navigation bar is a 'Jukebox' section with a 'Manage Audio' button. The main text explains that the Jukebox allows the Game Master to play background music and sounds for everyone to hear. It instructs users to click the 'Manage Audio' button to start adding music. A 'Now Playing' section shows 'Nothing, currently.' and an 'Add New Empty Playlist' button. At the bottom, there is a 'Sort Tracks A-Z' option.

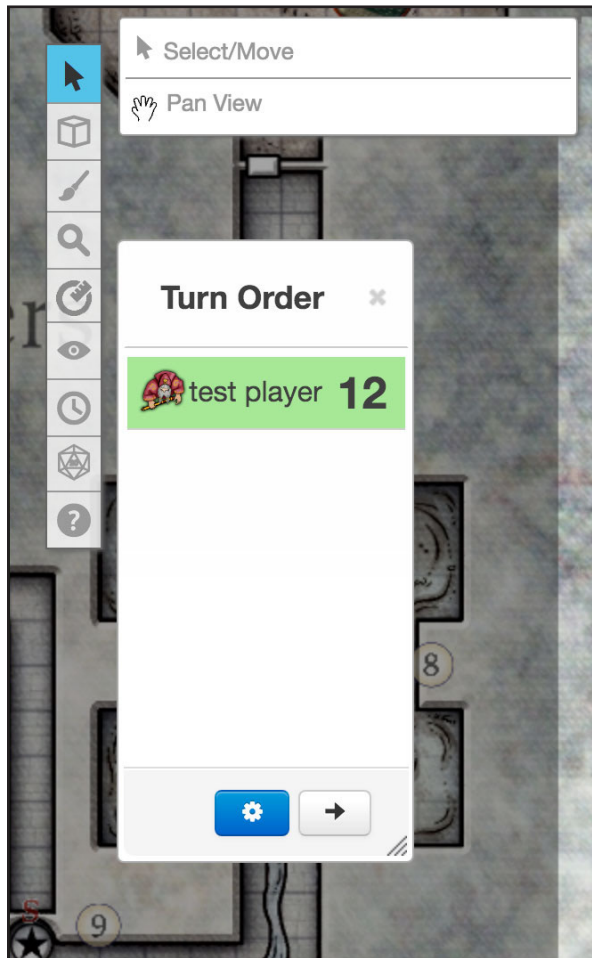
Sidebar - Collection (optional)

The Macros sidebar has a top navigation bar with icons for chat, gallery, documents, help, music, menu, and settings. The menu icon is highlighted with a blue box. Below the navigation bar is a 'Macros' section with a 'Collection' button. The text explains that typing `#name` in chat performs a macro and provides a link to edit existing macros. There is a 'Name' input field and a checkbox for 'Show macro quick bar?'. Below this is a 'Decks' section with a '+ Add' button and a table listing 'Playing Cards' with 54 items and a 'Show' button. At the bottom is a 'Rollable Tables' section with a '+ Add' button and a table with columns for 'Name', '#', and 'Actions'.

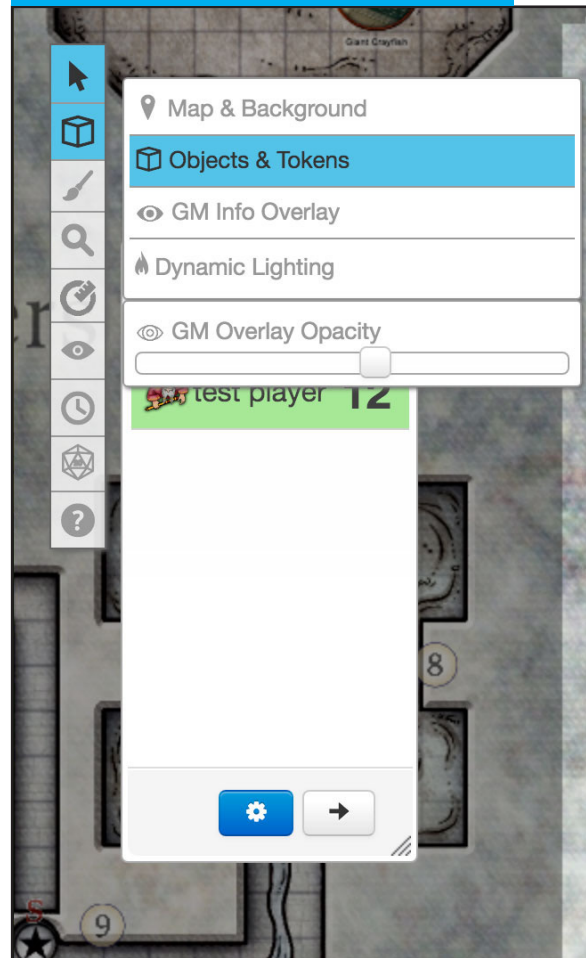
Sidebar - My Settings

The My Settings sidebar features a top navigation bar with icons for chat, gallery, documents, help, music, menu, and settings. The settings icon is highlighted with a blue box. Below the navigation bar are buttons for 'Exit Game', 'Re-Join as p', and 'My Settings'. The main section is titled 'My Settings' and includes a 'Display Name' field with the value 'dmlibrarian (Robert)'. There is a section for 'Your out-of-character name for this game' with a 'Save Name' button. Below this is a 'Master music volume level' slider. A list of settings includes: 'Use advanced keyboard shortcuts' (unchecked), 'Use window popouts for characters' (unchecked), 'Enabled background chat beep' (checked), 'Enable advanced dice (dice icons, drag and drop, etc.)' (checked), 'Enable 3D dice' (checked), 'Automatically roll 3D dice' (checked), 'Enable chat avatars' (checked), 'Enable chat timestamps' (unchecked), 'Alphabetically sort Token Actions' (checked), and 'Enable animated graphics' (checked).

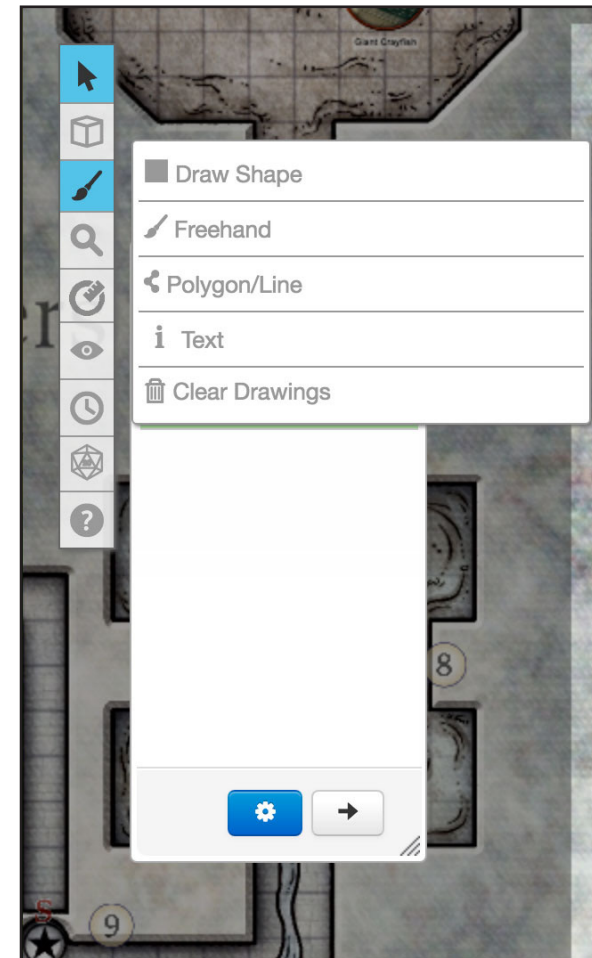
Toolbar - Cursor



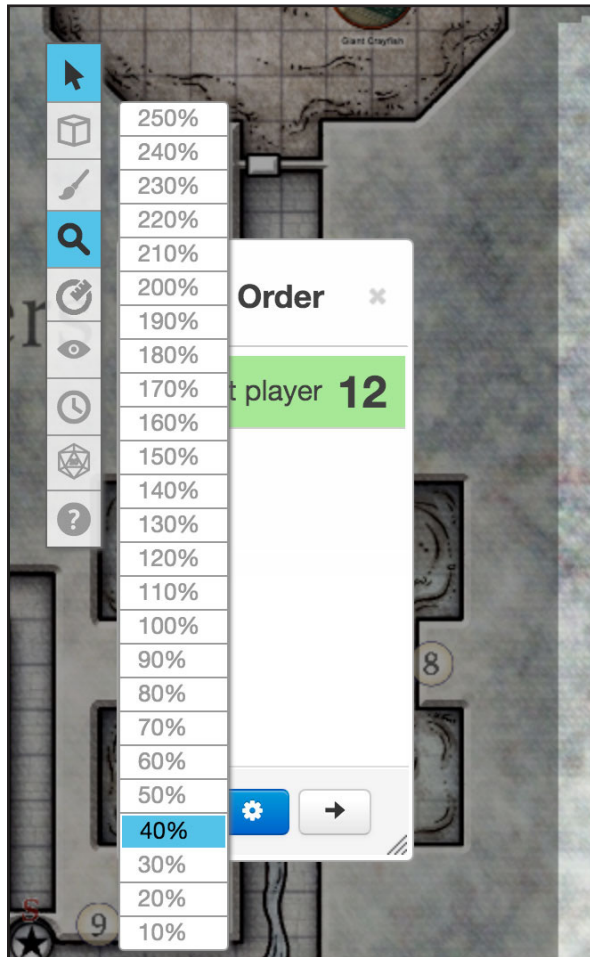
Toolbar - Turn Order (DM Only)



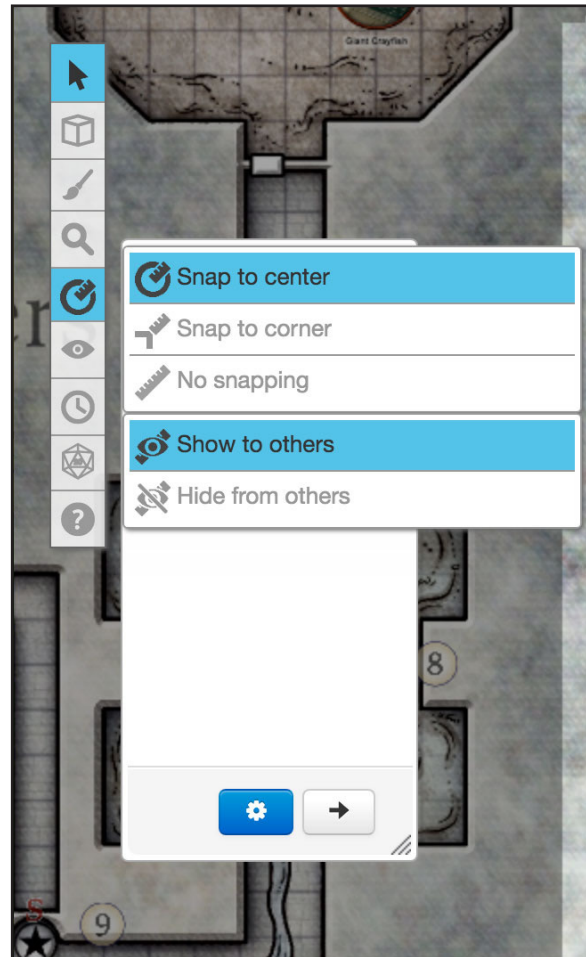
Toolbar - Drawing



Toolbar - Zoom



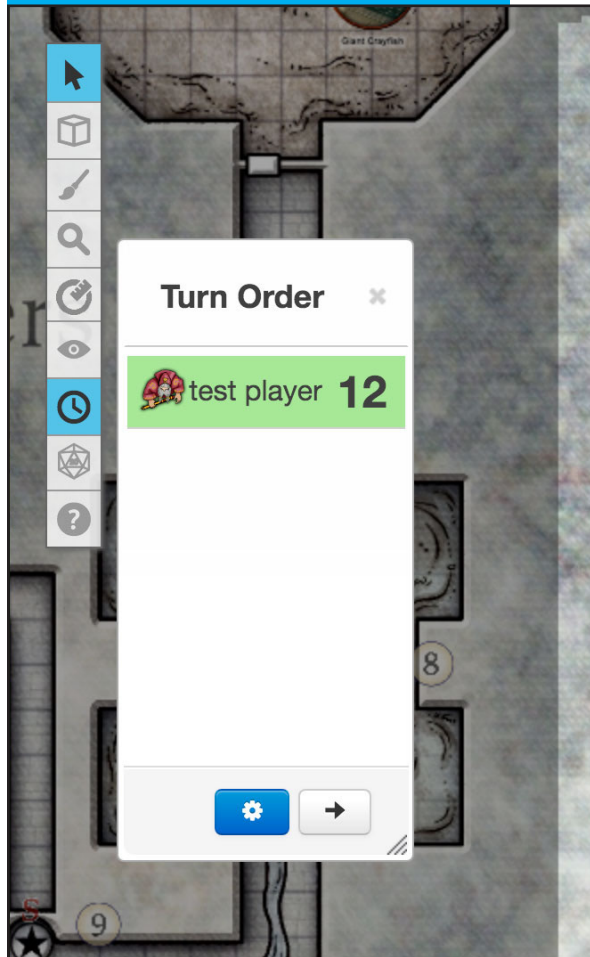
Toolbar - Measuring



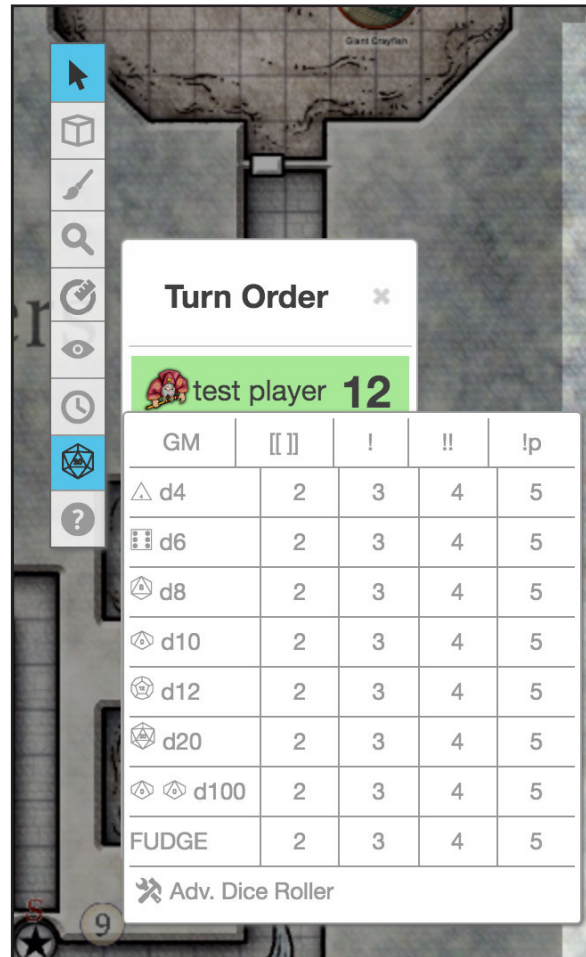
Toolbar - Fog of War (DM Only)



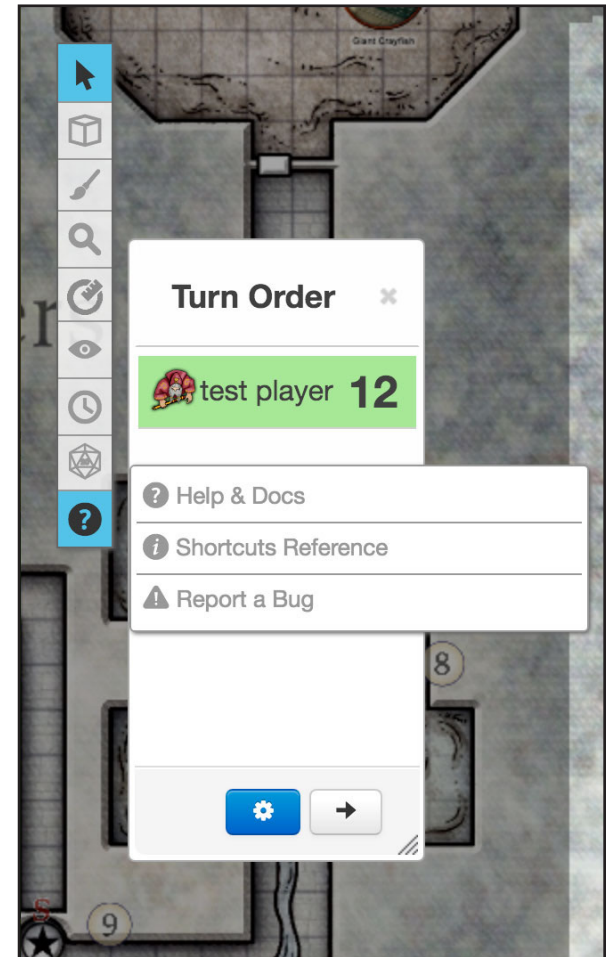
Toolbar - Turn Order (DM Only)



Toolbar - Dice

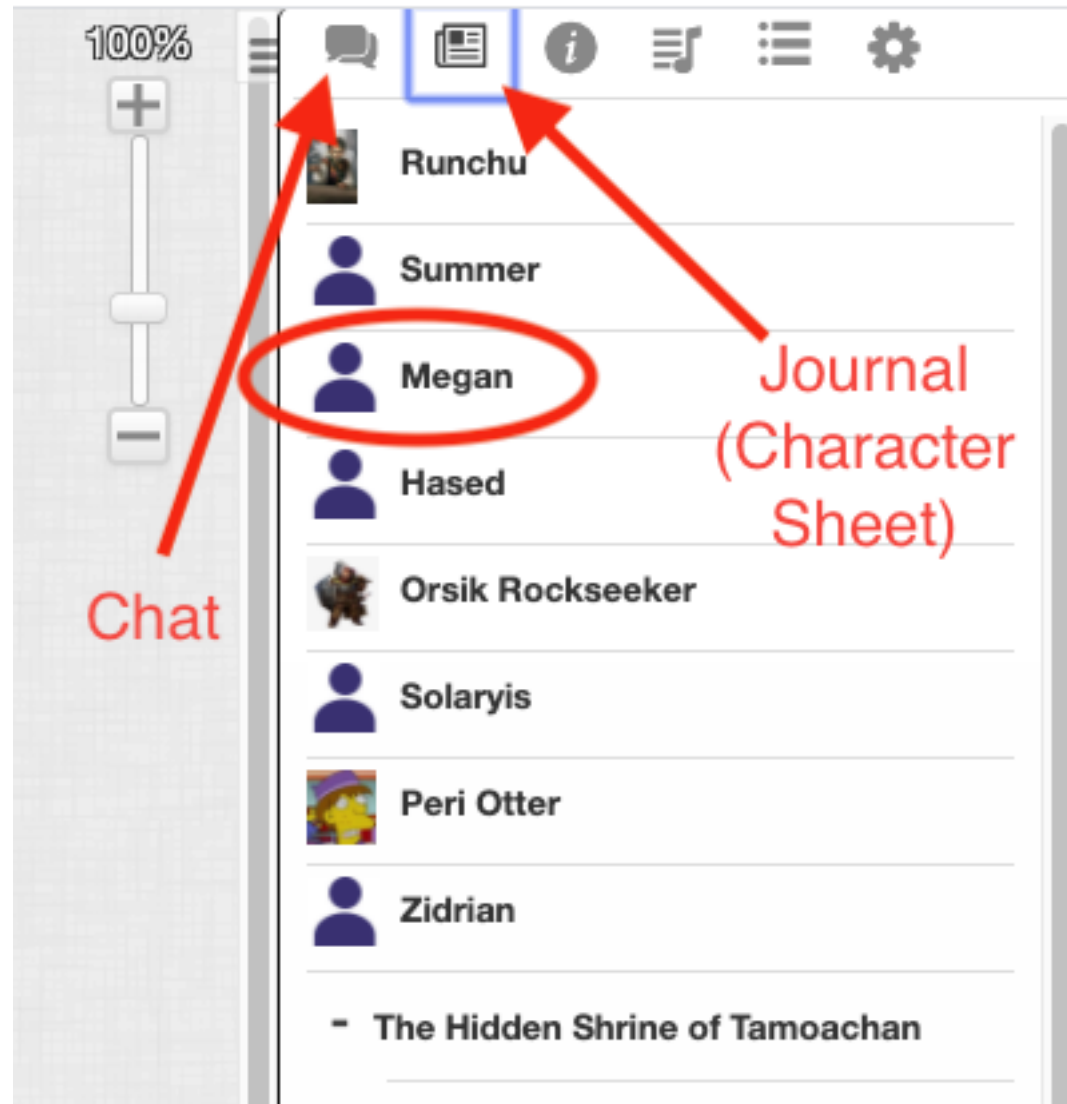


Toolbar - Help



Character Creation

1. Click on 2nd tab (Journal)
2. Click on your name



Character Sheet - Core (Main)

2nd Tab

Class and Level

Race

Core Tab

Proficiency
Add to Skill Rolls

Attributes
Add top number to appropriate skill roll.
Ex. Add Strength to Melee attacks, add Dexterity to

Saving Throws
Add number to appropriate defence roll. *Check marks indicate "proficiency."*

Skills
Add number to appropriate check roll. *Check marks indicate "proficiency."*

Passive Wisdom
How casually observant your character is.

Languages & Weapons

Dice Toggle

Add to Initiative Roll

Hit Points (Health)

AC (Armor Class)

Spell Attacks

Add to Initiative Roll

Character Sheet - Spell Attack - Core Tab

Bio & Info

Character Sheet

Attributes & Abilities

2nd Tab

Core Tab

DUNGEONS & DRAGONS

test player
CHARACTER NAME

Wizard 1
CLASS & LEVEL

Hill Dwarf
RACE

Chaotic Good
ALIGNMENT

Acolyte
BACKGROUND

EXPERIENCE POINTS

ADVANTAGE
NORMAL
DISADVANTAGE
CORE
BIO
SPELLS
⚙️

STRENGTH
-1
8

DEXTERITY
0
10

CONSTITUTION
2
14

INTELLIGENCE
2
15

WISDOM
2
15

CHARISMA
1

INSPIRATION

PROFICIENCY BONUS
2

-1 Strength
 0 Dexterity
 2 Constitution
 4 Intelligence
 4 Wisdom
 1 Charisma

SAVING THROWS

0 Acrobatics (Dex)
 2 Animal Handling (Wis)
 4 Arcana (Int)
 -1 Athletics (Str)
 1 Deception (Cha)
 2 History (Int)
 4 Insight (Wis)
 1 Intimidation (Cha)
 4 Investigation (Int)
 2 Medicine (Wis)
 2 Nature (Int)
 2 Perception (Wis)

ARMOR CLASS
10

INITIATIVE
0

SPEED
25

Hit Point Maximum 9

CURRENT HIT POINTS
8

TEMPORARY HIT POINTS

Total 1

HIT DICE (D6)
1

SUCCESSSES ○○○

FAILURES ○○○

DEATH SAVES

NAME	ATK	DAMAGE/TYPE
Ray of Frost	+4	1d8 Cold
Magic Missile	-	1d4+1 Force

+ **⚙️** **🔒**

I've spent so long in the temple that I have little practical experience dealing with people in the outside world.

I can find common ground between the fiercest enemies, empathizing with them and always working towards peace.

PERSONALITY TRAITS

Aspiration. I seek to prove myself worthy of my god's favor by matching my actions against his or her teachings. (Any)

IDEALS

I seek to preserve a sacred text that my enemies consider heretical and seek to destroy.

BONDS

I put too much trust in those who wield power within my temple's hierarchy.

FLAWS

Total 1

1

When hovering over an attack spell such as "Ray of Frost," the type turns red.

ATK +4 indicates that in order to hit our target, we roll a d20 die and add 4 to the roll.

DAMAGE/TYPE If we hit the target--ie, total ATK is greater than target's AC--we roll one d8 die. The damage type is "cold."

Clicking on this type on our Roll20 Character Sheet automatically rolls the appropriate attack and damage dice and shows the result in the Chat Window (see next page).

Spell Attack - Chat Window

The screenshot shows a game interface with a map on the left and a chat window on the right. A 3D dice roll of 20 is shown in the center. A tooltip for the roll shows the calculation: $\text{Rolling } 1d20_{cs>20} + 2[\text{INT}] + 2[\text{PROF}] = (20) + 2 + 2$, resulting in 24 Cold. The chat window shows the spell details for 'Feather Fall' and the player's status with 24 hit points and 8+8 cold damage.

3D Dice Roll
Optional--Turn on 3D dice rolling in "My Settings" tab

If you hover over the number you can see the how the numbers were added. I rolled a **20** on a d20. As a wizard, I use my Intelligence score (+2) to cast magic, so I add that. I also add +2, which is my Proficiency Bonus. The total comes out to **24**.

Assuming a **24** is larger than my target's **AC** (armor class), the attack hits. I then roll the damage--at **first level**, the **Ray of Frost** spells does **1d8** damage. In this case, I happened to roll what is called a **Natural 20** (before adding bonuses)--this grants me double damage. (**8 + 8**).

Character Sheet - Spell Attack Details - Spells Tab

Bio & Info | Character Sheet | Attributes & Abilities

test player
CHARACTER NAME

INTELLIGENCE
SPELLCASTING ABILITY

12
SPELL SAVE DC

4
SPELL ATTACK BONUS

Spell Save DC
Some spells require the target to make a "Saving Throw."

Spells Attack Bonus
For a Wizard is equal to Intelligence (for this character, 2)

ADVANTAGE | **NORMAL** | DISADVANTAGE | CORE | BIO | **SPELLS** | ⚙️

0 | CANTRIPS | 3 | 0 | 0 | 6 | 0 | 0

Mage Hand vs + + +

Prestidigitation vs

Ray of Frost vs 4 0 0 7 0 0

RAY OF FROST
Evocation cantrip
Casting Time: 1 action
Range: 60 feet
Target: A creature within range
Components: V, S
Duration: Instantaneous
Description:
A frigid beam of blue-white light streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and its speed is reduced by 10 feet until the start of your next turn.

5 0 0 8 0 0

9 0 0

Spells Tab

Leveled spells have limited slots, regained after a "long rest."
A level 1 Wizard may have 3 cantrips and 2 First Level spells. Note that "Spell Levels" are different from "Character Levels"

SLOTS TOTAL | SLOTS REMAINING

Setting Up Tokens (mostly for DMs)

This needs to be done exactly in this order to work properly:

1. Set up Journal entry with HP and other vital stats (Such as Hit Points, Armor Class, Movement, etc.)
2. On that tabletop: Create token to represent creature (Find one that looks like what you want, and place it on the board.)
3. On the tabletop: In the token's tools, link token to journal entry (Represents Character dropdown menu)
4. In the Token Tools: Link token's bars to journal's Attributes (Bar 1,2,3 dropdown menu) (By general consensus, Bar 1 usually represents Hit Points. 2 and 3 often indicate Armor Class and Movement.)
5. Make 100% sure token is set up the way you want it
6. Open Journal entry for that Token
7. Select Token on map (token must be highlighted)
8. In Journal Entry, click Use Selected Token
9. Save your work

Test by dragging multiple copies from the Journal onto the map. Change Hit Points on one copy; if the others change, it's done right!



Edit Token

Basic Advanced

Represents Character ?

test player

Name Show nameplate?

Controlled By
(Determined by Character settings)

Tint Color

Bar 1

8 / 9 hp ?

(Leave blank for no bar)

Bar 2

/ None

(Leave blank for no bar)

Bar 3

/ None

(Leave blank for no bar)

Aura 1 Square ft.

Aura 2 Square ft.

Layers

Command	Shortcut
Switch to token layer	Ctrl/Cmd+O
Switch to GM layer	Ctrl/Cmd+K
Switch to map layer	Ctrl/Cmd+M
Move selected object to token layer	Ctrl/Cmd+Shift+O
Move selected object to GM layer	Ctrl/Cmd+Shift+K
Move selected object to map layer	Move selected object to map layer

Tools

Command	Shortcut
Select tool	Ctrl/Cmd+S
Brush tool	Ctrl/Cmd+F
Text tool	Ctrl/Cmd+G
Add selected object(s) to turn tracker	Ctrl/Cmd+U
Select everything on current layer	Ctrl/Cmd+A
Copy selected object(s)	Ctrl/Cmd+C
Paste copied object(s)	Ctrl/Cmd+V
Undo previous action	Ctrl/Cmd+Z
Delete selected object(s)	Backspace or Delete

Roll20 Shortcuts

<https://roll20.zendesk.com/hc/en-us/articles/360039675393-Hotkeys>

Drawing

Command	Shortcut
Draw snapped to grid (straight lines, polygon tool points on edges, squares, etc.)	Shift+Draw

Rulers

Command	Shortcut
Add a waypoint to your measurement line	Q or secondary click while measuring
Keep the measurement line visible until you dismiss with secondary click or by making a new measurement	Shift while measuring
Recall your last measurement line after it has been dismissed	X

Moving, Rotation and Resizing

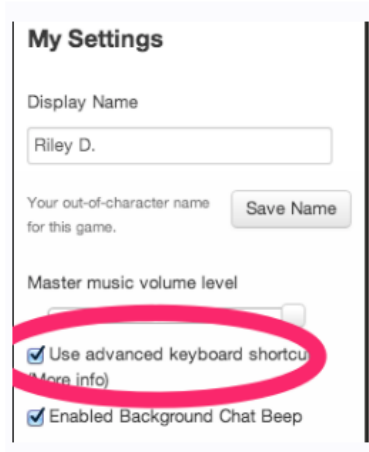
Command	Shortcut
Zoom	Alt+Mouse Wheel
Ignore grid snapping	Alt+Resize
Ignore grid snapping	Alt+Move
Moves a selected token one grid unit in the specified direction	←, →, ↑ or ↓
Moves a selected token three pixel in the specified direction	Alt+(←, →, ↑ or ↓)
Rotates a selected token by 45-degree or 30-degree increments, depending on your grid type	E+Mouse Wheel
Rotates a selected token by 1 degree at a time	Alt+E+Mouse Wheel
Pan	Right Mouse Button+Drag

Miscellaneous

Command	Shortcut
Shows a larger version of that object in a modal popup	Pressing "Z" with an object selected
Shows all players the larger version of that object. Note that only players and DMs that are on the same page as the selected token will see the modal pop-up	Pressing Shift+Z as the GM
Will open the Character Sheet (if there is one) that the token represents	Holding Shift and Double Clicking a token
View the environment as that token would when Dynamic Lighting or Advanced Fog of War is enabled on the current page	Pressing Ctrl/Cmd+L with a token selected as the GM
This will center everyone's field of vision about that point. This is known as "shift-pinging".	(GM only) While holding down Shift, hold down your Left Mouse Button upon a point on the tabletop
Will select ONLY objects classified as drawings.	Holding down Alt while performing a multi-select (dragging a box around objects)

Roll20 Advanced Keyboard Shortcuts

<https://roll20.zendesk.com/hc/en-us/articles/360039178974-Advanced-Keyboard-Shortcuts>



Tools

Command	Shortcut
Switch to Map layer	m
Switch to Tokens layer	o
Switch to GM layer	k
Switch to Dynamic Lighting layer	,
Move selected object(s) to Map layer	l m
Move selected object(s) to Tokens layer	l o
Move selected object(s) to GM layer	l k
Move selected object(s) to Dynamic Lighting layer	l ,
Select tool	s
Pan	a
Shape Drawing	f r
Freehand Drawing	f f
Polygon Drawing	f g
Text Tool	f d
Measure Snap to Center	q 1
Measure Snap to Corner	q 2
Measure with No Snap	q 3
Measure Hidden from Others	q h
Measure Show to Others	q s
Fog of War Reveal	r r
Fog of War Polygon Reveal	r g
Fog of War Hide	r t
Show Turn Tracker	y
Add Turn for Selected Token(s)	u
Show Dice Rolling GUI	d
Show/Hide Page Toolbar	p
Zoom view selected graphic	z
Show zoom view of selected graphic to all players	shift-z

Right Sidebar

Command	Shortcut
Show/Hide Right Sidebar	w
Chat Tab	c
Focus Chat Input	c c
Art Tab	i
Journal Tab	j
Focus Journal Search Box	/
Jukebox	n
Pause All Jukebox Tracks	N p
Collection Tab	; (Semicolon)
Settings Tab	[(Left Bracket)
De-Focus Active Textfields	Escape

Roll20 WebRTC Voice Chat

(Must have Roll20 Editor tab focused.)

Command	Shortcut
Toggle self-mute	` (Tilde key)

Frequently Used Terms

5e

The fifth edition of the D&D rulebook. It came out in September 2014.

AC (Armor Class)

Armor protects its wearer from attacks. The armor (and shield) you wear determines your base Armor Class.

The better (higher) your Armor Class, the harder you are to hit. When an attack is made, the attacker rolls a 1d20 and adds their attack bonus; if the result equals or exceeds the target's Armor Class, the target is hit.

Advantage/ Disadvantage

When the DM tells you to roll with "advantage," you roll 2d20 and use the higher roll. Conversely, if you roll with "disadvantage," you use the lower roll.

Class

How you earn your living. The main classes are: Barbarian, Bard, Cleric, Druid, Fighter, Monk, Paladin, Ranger, Rogue, Sorcerer, Warlock, Wizard. This list is not exhaustive.

Critical Hit (or "Crit")

When you roll a 20 on a d20 (before adding bonuses), this is called a "Natural 20." It allows you to roll all damage dice twice.

d20

A 20-sided die. **Always roll a d20 on your attack to see if you hit the target.** Many spells also require a d20 roll to see if you are successful in the casting the spell.

If successful, you then roll damage with the specified number of other dice. These include d12, d10, d8, d6, d4, and a percentage die.

DC (Difficulty Class)

An ability check tests a character's or monster's innate talent and training in an effort to overcome a challenge. The DM calls for an ability check when a character or monster attempts an action (other than an attack) that has a chance of failure. When the outcome is uncertain, the dice determine the results.

For every ability check, the GM decides which of the six abilities is relevant to the task at hand and the difficulty of the task, represented by a Difficulty Class. The more difficult a task, the higher its DC.

Typical Difficulty Classes

Task Difficulty	DC
Very easy	5
Easy	10
Medium	15
Hard	20
Very hard	25
Nearly impossible	30

HP

Hit Points (health)

Initiative

How quickly your character (and/or foes) acts in a given situation is determined by luck (roll 1d20) and your Dexterity ability. This then determines the turn order.

Long Rest/Short Rest

If the characters are in a safe place and the DM allows it, they may take a long rest. In terms of the game, this is a rest that lasts 8 hours. At the end of a Long Rest, players normally regain all lost HP and regain all spent Spell Slots.

A short rest lasts at least 1 hour long. A character can spend one or more Hit Dice at the end of a Short Rest, up to the character's maximum number of Hit Dice, which is equal to the character's level.

NPC

Non-Player Character. These are characters usually controlled by the DM (Dungeon Master) with whom the PCs (Player Characters) interact.

Spell Save DC

The spell specifies the ability that the target uses for the save and what happens on a success or failure. The DC (Difficulty Class) to resist one of your Spells equals 8 + your Spellcasting Ability modifier + your Proficiency Bonus + any Special modifiers.

Spellcasting (source: 5th Edition *System Reference Document*, Open Gaming License)

What is a Spell?

Spells can be Versatile tools, Weapons, or protective wards. They can deal damage or undo it, impose or remove Conditions, drain life energy away, and restore life to the dead.

Spell Level

Every spell has a level from 0 to 9. A spell's level is a general indicator of how powerful it is, with the lowly (but still impressive) *Magic Missile* at 1st Level and the earth--shaking *Wish* at 9th. Cantrips—simple but powerful Spells that characters can cast almost by rote—are level 0. The higher a spell's level, the higher level a spellcaster must be to use that spell.

Spell Level and character level don't correspond directly. Typically, a character has to be at least 17th level, not 9th level, to cast a 9th--level spell.

Known and Prepared Spells

Before a spellcaster can use a spell, he or she must have the spell firmly fixed in mind, or must have access to the spell in a magic item. Members of a few Classes, including bards and sorcerers, have a limited list of Spells they know that are always fixed in mind. The same thing is true of many magic--using Monsters. Other spellcasters, such as clerics and wizards, undergo a process of preparing Spells. This process varies for different Classes, as detailed in their descriptions.

In every case, the number of Spells a caster can have fixed in mind at any given time depends on the character's level.

Spell Slots

Regardless of how many Spells a caster knows or prepares, he or she can cast only a limited number of Spells before Resting. Manipulating the fabric of magic and channeling its energy into even a simple spell is physically and mentally taxing, and higher--level Spells are even more so. Thus, each Spellcasting class's description (except that of the warlock) includes a table showing how many Spell Slots of each Spell Level a character can use at each character level. For example, the 3rd--level Wizard Umara has four 1st--level Spell Slots and two 2nd--level slots.

When a character casts a spell, he or she expends a slot of that spell's level or higher, effectively "filling" a slot with the spell. You can think of a spell slot as a groove of a certain size—small for a 1st--level slot, larger for a spell of higher level. A 1st--level spell fits into a slot of any size, but a 9th--level spell fits only in a 9th--level slot. So when Umara casts *Magic Missile*, a 1st--level spell, she spends one of her four 1st--level slots and has three remaining.

Finishing a Long Rest restores any expended Spell Slots.

Some characters and Monsters have Special Abilities that let them cast Spells without using Spell Slots. For example, a monk who follows the Way of the Four Elements, a Warlock who chooses certain Eldritch Invocations, and a Pit Fiend from the Nine Hells can all cast Spells in such a way.

Spellcasting (source: 5th Edition *System Reference Document*, Open Gaming License)

Casting a Spell at a Higher Level

When a spellcaster casts a spell using a slot that is of a higher level than the spell, the spell assumes the higher level for that casting. For instance, if Umara casts Magic Missile using one of her 2nd-level slots, that Magic Missile is 2nd Level. Effectively, the spell expands to fill the slot it is put into.

Some Spells, such as *Magic Missile* and *Cure Wounds*, have more powerful Effects when cast at a higher level, as detailed in a spell's description.

Cantrips

A cantrip is a spell that can be cast at will, without using a spell slot and without being prepared in advance. Repeated practice has fixed the spell in the caster's mind and infused the caster with the magic needed to produce the effect over and over. A cantrip's Spell Level is 0.

Rituals

Certain Spells have a Special tag: ritual. Such a spell can be cast following the normal rules for Spellcasting, or the spell can be cast as a ritual. The ritual version of a spell takes 10 minutes longer to cast than normal. It also doesn't expend a spell slot, which means the ritual version of a spell can't be cast at a higher level.

To Cast a Spell as a ritual, a spellcaster must have a feature that grants the ability to do so. The Cleric and the druid, for example, have such a feature. The caster must also have the spell prepared or on his or her list of Spells known, unless the character's ritual feature specifies otherwise, as the wizard's does.

Casting Time

Most Spells require a single action to cast, but some Spells require a Bonus Action, a Reaction, or much more time to cast.

Bonus Action

A spell cast with a Bonus Action is especially swift. You must use a Bonus Action on Your Turn to cast the spell, provided that you haven't already taken a Bonus Action this turn. You can't cast another spell during the same turn, except for a cantrip with a Casting Time of 1 action.

Reactions

Some Spells can be cast as reactions. These Spells take a fraction of a second to bring about and are cast in response to some event. If a spell can be cast as a Reaction, the spell description tells you exactly when you can do so.

Longer Casting Times

Certain Spells (including Spells cast as rituals) require more time to cast: minutes or even hours. When you Cast a Spell with a Casting Time longer than a single action or Reaction, you must spend your action each turn casting the spell, and you must maintain your Concentration while you do so (see "Concentration" below). If your Concentration is broken, the spell fails, but you don't expend a spell slot. If you want to try casting the spell again, you must start over.

Range

The target of a spell must be within the spell's range. For a spell like Magic Missile, the target is a creature. For a spell like Fireball, the target is the point in space where the ball of fire erupts.

Most Spells have ranges expressed in feet. Some Spells can target only a creature (including you) that you touch. Other Spells, such as the Shield spell, affect only you. These Spells have a range of self.

Spellcasting (source: 5th Edition *System Reference Document*, Open Gaming License)

Duration

A spell's Duration is the length of time the spell persists. A Duration can be expressed in rounds, minutes, hours, or even years. Some Spells specify that their Effects last until the Spells are dispelled or destroyed.

Instantaneous

Many Spells are Instantaneous. The spell harms, heals, creates, or alters a creature or an object in a way that can't be dispelled, because its magic exists only for an instant.

Concentration

Some Spells require you to maintain Concentration in order to keep their magic active. If you lose Concentration, such a spell ends.

Targets

A typical spell requires you to pick one or more Targets to be affected by the spell's magic. A spell's description tells you whether the spell Targets creatures, Objects, or a point of Origin for an area of effect (described below).

Unless a spell has a perceptible effect, a creature might not know it was targeted by a spell at all. An effect like crackling lightning is obvious, but a more subtle effect, such as an attempt to read a creature's thoughts, typically goes unnoticed, unless a spell says otherwise.

A Clear Path to the Target

To target something, you must have a clear path to it, so it can't be behind total cover.

If you place an area of effect at a point that you can't see and an obstruction, such as a wall, is between you and that point, the point of Origin comes into being on the near side of that obstruction.

Targeting Yourself

If a spell Targets a creature of your choice, you can choose yourself, unless the creature must be Hostile or specifically a creature other than you. If you are in the area of effect of a spell you cast, you can target yourself.

Saving Throws

Many Spells specify that a target can make a saving throw to avoid some or all of a spell's Effects. The spell specifies the ability that the target uses for the save and what happens on a success or failure.

The DC to resist one of your Spells equals 8 + your Spellcasting Ability modifier + your Proficiency Bonus + any Special modifiers.

Attack Rolls

Some Spells require the caster to make an Attack roll to determine whether the spell effect hits the intended target. Your Attack bonus with a spell Attack equals your Spellcasting Ability modifier + your Proficiency Bonus.

Most Spells that require Attack rolls involve Ranged Attacks. Remember that you have disadvantage on a ranged Attack roll if you are within 5 feet of a Hostile creature that can see you and that isn't Incapacitated.

This document has been condensed

For more information, go to

http://media.wizards.com/2016/downloads/DND/SRD-OGL_V5.1.pdf

or consult the *Players Handbook*.

Useful Links

Most recommended:

D&D Beyond	https://www.dndbeyond.com/	Easily create detailed characters
Dungeons Masters Guild	https://www.dmsguild.com/	Purchase digital content
Wizards of the Coast	https://dnd.wizards.com/	Official D&D site

Others:

AideDD	https://www.aidedd.org/dnd-filters/monsters.php	D&D monsters indexed
Beginner's Guide to D&D	http://www.wasd20.net/resources/beginners-guide-to-dd-5th-edition/	
Critical Role	https://critrole.com/	One of the best actual play podcasts
Fast Character	https://fastcharacter.com/	Create characters quickly, but not as comprehensively as D&D Beyond
The Lazy Dungeon Master	https://slyflourish.com/	DM tips

Other online systems:

Astral	https://www.astraltabletop.com/
Fantasy Grounds	https://www.fantasygrounds.com/