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## 5e unarmed strike damage type

Edit Share Community content is available under CC-BY-SA unless otherwise noted. More Dungeons and Dragons Wiki A typical battle encounter is a battle between two sides, a flood of weapon swings, feints, parries, footwork and spellcasting. The game organizes the chaos of the fight in 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 the turns is determined at the beginning of a combat encounter when all the initiative rolls. Once everyone has taken a turn, the fight goes into the next round if neither side has defeated the other. Determine surprise. The GM is investigating whether anyone involved in the encounter is surprised. Set positions: The GM decides where all the characters and monsters are located. Given the marching order of the adventurers or their stated positions in space or elsewhere, the GM determines where the opponents are, how far away and in which direction. Roll Initiative: All who are involved in the combat encounter roll initiative, the order of the fighters determines turns. Alternate. Each participant in the battle takes a turn in the order of the initiative. Start the next round. If everyone involved in the fight had a twist, the round ends. Repeat step 4 until the fight stops. A group of adventurers sneak into a bandit camp and jump out of the trees to attack them. A gelatin cube slides down a dungeon passage, unnoticed by the adventurers, until the cube devours one of them. In these situations, one side of the fight wins surprise over the other. The GM determines who might be surprised. If neither side tries to be secretive, they automatically notice. Otherwise, the GM compares the stealth of anyone hiding with the passive wisdom score (perception) of each creature on the opposing side. Any character or monster who does not notice any threat will be surprised at the beginning of the encounter. If you're surprised, you can't move or take action on your first round of the fight, and you can't take a reaction until that turn ends. A member of a group may be surprised, even if the other members are not. The initiative determines the order of turns during the fight. When the fight begins, each participant takes a skill test to determine their place in the initiative order. The GM makes a role for an entire group of identical creatures, so that each member of the group acts at the same time. The GM orders the combatants from with the highest overall skill test up to the one with the lowest. This is the order (the so-called initiative order) in which they act in each round. The order of initiative remains the same from round to round. When a draw occurs, the GM decides the order among bound GM-controlled creatures, and players decide the order among their bound characters. Characters. GM can decide the order of whether the draw is between a monster and a player character. Optionally, the GM can let the bound characters and monsters roll a d20 each to determine the order, with the highest role going first. On your train, you can move a distance up to your speed and take an action. You decide whether you want to move first or take your action first. Your speed- sometimes referred to as your walking speed is noted on your character sheet. The most common actions you can take are described in the Combat Actions section. Many class features and other abilities provide additional options for your action. You can do without movement, take action or do anything at all on your train. If you can't decide what you want to do on your turn, you should perform the Dodge or Ready action as described in Combat Actions. With various class features, spells, and other abilities, you can take an additional action on your turn called a bonus promotion. For example, the Cunning Action feature allows a villain to take a bonus promotion. You can only make a bonus promotion if a special skill, spell or other feature of the game says you can do something as a bonus promotion. Otherwise you have no bonus action to take. You can only take one bonus promotion on your turn, so you must choose which bonus promotion to use if you have more than one available. You choose when you take a bonus promotion during your turn, unless the bonus action timing is specified, and anything that deprives you of your ability to take promotions also prevents you from taking a bonus promotion. Your train may contain a variety of flowers that do not require your action or your move. You can communicate however you are able to make short statements and gestures as you take your turn. You can also interact with an object or feature of the environment for free, either during your movement or your action. For example, while you're moving, you could open a door as you approach an enemy, or you could pull your weapon as part of the same action you use to attack. If you want to interact with a second object, you need to use your action. Some magical items and other special items always require an action to use as indicated in their descriptions. The GM may require you to use an action for any of these activities if it requires special care or if it is an unusual obstacle. For example, the Reasonably expect you to use an action to open a locked door or rotate a crank to lower a drawbridge. Certain special abilities, spells, and situations allow you to take a special action called A Reaction. A reaction is an immediate response to a trigger of some kind that can occur during your turn or on another. The opportunity attack is the most common type of reaction.If you take one reaction, you can not take another until the beginning of the next turn. If the reaction interrupts another creature's turn, interrupts, can continue its turn after the Reaction.In battle, characters and monsters are in constant motion, often with movement and position to gain the upper hand. On your train, you can move a distance up to your speed. You can use as much or as little of your speed as you want on your turn, according to the rules here. Their movement can include jumping, climbing and swimming. These different motion modes can be combined with walking, or they can represent your entire movement. However you move, you subtract the distance of each part of your movement from your speed until it is exhausted or until you have moved. You can break your movement on your train, with some of your speed before and after your action. For example, if you have a speed of 30 feet, you can move 10 feet, take your action, and then move 20 feet. If you take an action that contains more than one weapon, you can break your movement even further by moving between these attacks. For example, a fighter who can make two attacks with the extra-attack feature and has a speed of 25 feet could move 10 feet, make an attack, move 15 feet, and then attack again. If you have more than one speed, such as your walking speed and a flight speed, you can switch between your speeds during your move. When you switch, you subtract the distance that you have already moved from the new speed. The result determines how much further you can move. If the result is 0 or less, you cannot use the new speed during the current move. For example, if you have a speed of 30 and a flight speed of 60 because a magician throws the flying spell at you, you could fly 20 feet, then run 10 feet and then jump into the air to fly 30 feet more. Boulder-scattered cavers, briar-choked forests, treacherous stairs - the backdrop of a typical struggle contains difficult terrain. Each foot of movement in difficult terrain costs 1 extra foot. This rule also applies when several things in a room are considered difficult terrain. Low furniture, debris, undergrowth, steep stairs, snow and flat bogs are examples of difficult terrain. The space of another creature, hostile or not, is also considered difficult terrain. Fighters often find themselves lying on the ground, either because they are knocked down or because they throw themselves away. In the game, you are vulnerable.You can fall vulnerable without having to fall at any of your speed. Standing up requires more effort; this costs a lot of movement height of half your speed. If your speed is z.B. 30 feet, you need to output 15 feet of movement to get up. You can't get up if you don't have enough movement left or if your speed 0.To moves while prone, you need to crawl or use magic like teleportation. Each foot of movement during crawling costs 1 extra foot. Crawling 1 foot in difficult terrain, terrain, Here are a few examples of the kind of things you can do along with your movement and action: draw or coat a sword open or close a potion from your backpack pick up a dropped axe to remove a ball from a table remove a ring from your finger stuffing some food in your mouth planting a banner in the bottom fish drinking a few coins from your belt bag all the ale in a flagon throwing a lever or a switch pull it a flashlight from a sconce they take a book from a shelf that you can reach, extinguish a small

flame don a mask pull the hood of your coat up and over your head put your ear to a door opener a small stone turning a key in a lock tap on the floor with a 10-foot pole hand an element to another character you can a non-enemy creature moving space. In contrast, you can only move through the space of an enemy creature if the creature is at least two sizes larger or smaller than you. Remember that another creature's space is difficult terrain for you. Whether a creature is a friend or an enemy, you can't willingly finish your turn in its space. If you leave the reach of an enemy creature during your move, you'll provoke an opportunity attack. Flying creatures enjoy many benefits of mobility, but they also have to deal with the danger of falling. When a flying creature is vulnerably struck, reduced its speed to 0, or is otherwise deprived of the ability to move, the creature falls unless it has the ability to float or it is held up by magic, e.B by the fly spell. Each creature occupies a different amount of space. Table: Size categories indicate how much space a creature of a certain size controls in combat. Objects sometimes use the same size categories. The space of a creature is the area in the feet that it effectively controls in combat, not an expression of its physical dimensions. For example, a typical medium creature is not 5 feet wide, but it controls a space so wide. If a medium hobgoblin is in a 5-foot-wide door, other creatures will not be able to get through unless the Hobgoblin allows them. A creature's space also reflects the area it needs to fight effectively. For this reason, there is a limit to the number of creatures that can surround another creature in combat. Assuming medium fighters, eight creatures can fit within a 5-foot radius around another. As larger creatures take up more space, surrounded by a creature. When five large creatures gather around a medium or a smaller one, there is little room for others. In contrast, up to twenty medium creatures can surround a gargantuan. A creature can squeeze through a space large enough for a creature smaller than it is. Thus, a large creature can squeeze through a passage that is only 5 feet wide. As it squeezes through a room, a creature must spend 1 extra foot on each foot it moves there, and it has a drawback on Rolls and dexterity save throws. Attack roles against the creature have an advantage while they are in the smaller space. When you get your action on your turn, you can perform one of the actions presented here, an action you've won from your class or a special feature, or an action you improvise. Many monsters have their own action options in their statistics blocks. If you describe an action that is not described in detail elsewhere in the rules, the GM will tell you whether this action is possible and what type of role you may need to perform to determine success or failure. The most common action in combat is the attack action, whether you're swinging a sword, shooting an arrow from an arc, or beating with your fists. With this action you make a melee or ranged attack. The rules that govern attacks can be found in the Make an attack section. Certain features, such as the fighter's extra-attack feature, allow you to make more than one attack with this action. Wizards such as wizards and clerics, as well as many monsters, have access to spells and can use them to great success in battle. Each spell has a conversion time that indicates whether the caster must use an action, a reaction, minutes, or even hours to cast the spell. Throwing a spell is therefore not necessarily an act. Most spells have a throw time of 1 action, so a wizard often uses his or her action in battle to cast such a spell. When you're ready for a spell, you cast it as normal, but keep it in its energy, which you release with your reaction when the trigger occurs. To be prepared, a spell must have a throw time of 1 action, and sticking to the magic of the spell requires concentration. When your concentration is broken, the spell dissolves without any effect. For example, if you focus on the Web Spell and the ready Magic Missile, your web spell ends, and if you take damage before you release Magic Missile with your reaction, your concentration might be broken. When you take the search action, you turn your attention to finding something. Depending on the type of search, the GM can have you check a wisdom test (perception) or an intelligence (investigation). Typically, you interact with an object while you're doing something else, such as.B when you draw a sword as part of an attack. If an object requires your action to use it, run the Use Object action. This action is also useful if you want to interact with more than one object on your turn. Whether you strike with a melee weapon, fire a weapon within range, or roll an attack as part of a spell, an attack has a simple structure. Select a destination. Select a target in the area of your attack: a creature, object, or location. Determine modifiers. The GM determines whether the target is covered and whether you have advantages or disadvantages over the target. In addition, spells, special abilities and other effects can apply penalties or bonuses to your attack role. Solve Attack. They let the attack roll. If hit, you will roll damage unless the specific attack contains rules that are specified differently. Some attacks cause special effects besides or instead of damage. If there's ever a question of whether something you do counts as an attack, the rule is simple: if you let an attack roll, make an attack. Attack. an attack, your attack role determines whether the attack hits or misses. To roll an attack, roll a d20 and add the appropriate modifiers. If the sum of the role plus modifiers equals or exceeds the target's armor class (AC), the attack hits. A character's alternating current is determined during character creation, while a monster's alternating current is in its statistics block. When a character rolls an attack, the two most common modifiers for the role are a skill modifier and the character's ability bonus. When a monster makes an attack role, it uses the modifier provided in its statistics block. Ability Modifier: The ability modifier used for a melee weapon attack is Strength, and the ability modifier used for a long-range attack is skill. Weapons that have finesse or thrown property break this rule. Some spells also need an attacking role. The ability modifier used for a spell attack depends on spellcasting ability of Spellcaster.Proficiency Bonus: You'll add your ability bonus to your attack role when you attack with a weapon you have over abilities, and when you attack with a spell. Sometimes fate blesses or curses a fighter, causing the novice to strike and the veteran to be missed. If the D20 role for an attack is a 20, the attack hits independently of modifiers or the target's AC. This is called a critical hit. If the D20 role for an attack is a 1, the attack often misses regardless of modifiers or AC.Combatants try to escape the attention of their opponents by hiding, throwing the Invisible Spell, or lurking in darkness. If you attack a target you can't see, you have a downside to the attack role. This applies regardless of whether you guess the location of the target or target a creature that you hear but can't see. If the target isn't in the location you're targeting, you'll miss automatically, but the GM usually just says the attack was missed, not whether you guessed the location of the target correctly. If a creature can't see you, you'll have an advantage on attack rolls. If you're hidden—both invisible and unheard—when you launch an attack, you forgive your location if the attack hits or misses. When you make a long-range attack, you fire a bow or crossbow, hurl a handaxe, or send projectiles in other ways to remotely kill an enemy. A monster could shoot spines out of its tail. Many spells also include the production of a long-range attack. You can only make ranged attacks against targets within a certain range. If a range attack, such as.B with a spell, has a single range, you cannot attack a target beyond that range. Some Ranged attacks, e..B with a longbow or a short bow, have two areas. The smaller number is the normal range, and the larger number is the large range. Your attack role has a drawback if your target is out of normal range and you can't attack a target. Can. long range. Targeting a long-range attack is more difficult when an opponent is next to you. If you're doing a long-range attack with a weapon, spell, or other means, you'll have a downside to the attack role if you're within 5 feet of an enemy creature that can see you and isn't incapacitated. A melee attack typically uses a handheld weapon such as a sword, warhammer, or axe. A typical monster makes a melee attack when it strikes with its claws, horns, teeth, tentacles or other body parts. A few spells also include the creation of a melee attack. Most creatures have a range of 5 feet and can therefore attack targets within 5 feet of them when they make a melee attack. Certain creatures (usually larger than medium) have melee attacks with a range greater than 5 feet, as indicated in their descriptions. Instead of using a weapon to attack a melee weapon, you can use an unarmed strike: a punch, kick, head-hit or similar violent blow (none of which count as weapons). On a hit, an unarmed strike deals a bludgeoning damage of 1 + your strength modifier. You master your unarmed strikes. In a fight, everyone is constantly looking for a chance to beat an enemy who flees or passes. Such a strike is called an occasional attack. You can make an opportunity attack when an enemy creature you can see moves apred a your reach. To make the opportunity attack, use your reaction to make a melee attack against the provocative creature. The attack occurs just before you leave your range. You can avoid provoking an opportunity attack by performing the Trigger action. You also don't provoke an opportunity attack when you teleport or when someone moves you or something without using your movement, action or reaction. For example, you don't provoke an opportunity attack when an explosion throws you out of an enemy's reach or gravity causes you to fall past an enemy. If you take the attack action and attack with a light melee weapon that you hold in one hand, you can use a bonus action to attack with another light melee weapon that you hold in the other hand. You will not add your ability modifier to the damage of the bonus attack unless this modifier is negative. If one of the weapons has the thrown property, you can throw the weapon instead of using it to make a melee attack. When you seize a creature or you can use the attack action to make a special melee attack, a gripper. If you are able to make multiple attacks with the attack action, this attack replaces one of them. The target of your gripper must not be larger than one size larger than you and must be within your range. With at least one free hand, you try to grab the target by doing a gripper check instead of an attack roll: a strength strength Check whether the target is challenged by testing strength (athleticism) or skill (acrobatics) of the target (the target selects the use). If you are successful, submit the target to the Grappled condition (see Conditions ). The condition specifies the things that stop it, and you can release the target at any time (no action required). Escape from a gripper: A Grappled creature can use its action to escape. To do this, it must be successful on a strength (athleticism) or skill (acrobatics) check contested by your strength (athletics) exam. Move a Grappled creature: When you move, you can drag or carry the Grappled creature, but your speed will be halved unless the creature is two or more sizes smaller than you. The battle is often about allude to your prowess against your enemy'. Such a challenge is represented by competition. This section contains the most common contests that require an action in combat: Grappling and Shoving a Creature. Gm can use these competitions as models for the improvisation of others. With the Attack Action, you can make a special melee attack to push a creature, either to beat it vulnerably or to push it away from you. If you are able to make multiple attacks with the attack action, this attack replaces one of them. The target must not be more than one size larger than you and must be within your range. Instead of playing an attacking role, you do a power (athletics) check, which is challenged by the strength (athletics) or skill (acrobatics) of the target (the target chooses the ability to use). If you win the competition, you either hit the target vulnerable or push it 5 meters away from you. Walls, trees, creatures, and other obstacles can provide cover during combat, making a target harder to damage. A target can only benefit from coverage if an attack or other effect occurs on the opposite side of the cover. There are three degrees of coverage. If a target is behind multiple sources of coverage, only the most protective coverage level applies; the deals are not added together. For example, if a target is behind a creature that provides half a cover and a tree trunk with a three-quarter coverage, the target has three-quarters coverage. A target with half coverage has a +2 bonus on AC and skill saves. A target has half a cover when an obstacle blocks at least half of its body. The obstacle could be a low wall, a large piece of furniture, a narrow tree trunk or a creature, whether it is an enemy or a friend. A goal with three quarters coverage has a +5 bonus on AC and dexterity saves throws. A target has three-quarters coverage if about three-quarters of it is covered by an obstacle. The obstacle can be a portcullis, an arrow slit, or a thick tree trunk. A target with total coverage cannot be directly attacked by an attack or spell, although some spells can achieve such a target by including it in an effect area. A target has an overall coverage if it is completely obscured by an obstacle. Injuries and the risk of death are constant companions of those who explore fantasy gaming worlds. The thrust of a sword, a well-placed arrow, or a burst of flame from a fireball spell all has the potential to damage or even kill the hardest creatures. Hit points are a combination of physical and mental durability, will to live and happiness. Creatures with more hit points are harder to kill. Those with fewer hit points are more fragile. A creature's current hit points (usually called hit points only) can be any number from the creature's hit point maximum to 0. This number often changes when a creature takes damage or receives healing. Whenever a creature takes damage, that damage is deducted from its hit points. Losing hit points does not affect a creature's abilities until the creature drops to 0 hit points. Each weapon, spell, and malicious monster ability indicates the damage it deals. You roll the damage die or dice, add all the modifiers, and apply the damage to your target. Magical Weapons, Special Abilities, and other factors can grant a bonus to Damage. With a penalty it is possible to cause 0 damage, but never negative damage. When you attack with a weapon, you add your ability modifier—the same modifier used for the attack role—to the damage. A spell tells you which dice to roll for damage and whether they add modifiers. If a spell or other effect deals damage to more than one target at a time, roll the damage once for everyone. For example, if a wizard throws fireball or a cleric throws a flame, the spell's damage is rolled once for all creatures trapped in the explosion. If you score a decisive hit, you can roll additional dice for the damage of the attack against the target. Roll all the damage cubes of the attack twice and merge them. Then add all relevant modifiers as normal. To speed up the game, you can roll all the damage dice at once. If you .B a critical hit with a dagger, roll 2d4 for the damage instead of 1d4, and then add your corresponding ability modifier. If the attack includes other damage cubes, e.B. from the rogue's Sneak Attack feature, roll those dice twice. Various attacks, malicious spells and other harmful effects cause different types of damage. Types of damage do not have their own rules, but other types of damage such as damage resistance, are based on the types. The damage types follow, with examples that help a GM assign type damage to a new effect. Acid: The corrosive spray of a black dragon's breath and the dissolving enzymes secreted by a black pudding cause acid damage. Bludgeoning: Blunt Force attacks —hammers, falls, narrowing, and the like—cause bludgeoning damage. Cold: The hellish cold emanating from an ice devil's spear and the icy explosion of the breath of a white dragon cause cold damage. Fire: Red Red breathe fire, and many spells conjure up flames to cause fire damage. Force: Force is pure magical energy that is focused into a harmful form. Most effects that deal power damage are spells, including Magic Missile and Spiritual Weapon.Lightning: A Lightning Bolt spell and the Breath of a Blue Dragon deal lightning damage. Necrotic: Necrotic damage caused by certain undead and a spell like Chill Touch, dispersible and even the soul. Piercing: Puncturing and impaling attacks, including spears and monster bites, deal piercing damage. Poison: Toxic stings and the poisonous gas of a green dragon breath damage poisonous damage. Mental: Mental abilities such as the psionic explosion of a mental flyer cause psychological damage. Radiant: Radiant damage caused by a cleric's flame-strike spell or an angel's beating weapon sharpens the flesh like fire and overloads the mind with power. Slash: Swords, axes, and monster claws deal oblique damage. Thunder: A shocking sound blast, like the effect of thunder wave spell, deals Thunder damage. Some creatures and objects are extremely difficult or unusually easy to hurt with certain types of damage. If a creature or object resists a damage type, that type of damage is halved against it. If a creature or object is vulnerable to a damage type, that type of damage is doubled against it. Resistance and then vulnerability are applied to damage after all other modifiers. For example, a creature has resistance to bludgeoning damage and is hit by an attack that deals 25 bludgeoning damage. The creature is also in a magical aura that reduces total damage by 5. The 25 damage is first reduced by 5 and then halved, so that the creature takes 10 damage. Multiple instances of resistance or vulnerability that affect the same type of damage count for only one instance. If, for example.B, a creature resists fire damage and resists all non-magical damage, the damage of a non-magical fire is reduced by half against the creature, not reduced by three-quarters. Unless it leads to death, damage is not permanent. Even death is reversible through powerful magic. Rest can restore a creature's hit points, and magical methods such as a spell for healing wounds or a potion of healing can remove damage in an instant. When a creature receives healing of any kind, recovered hit points are added to their current hit points. A creature's hit points may not be so that all hit points that exceed this number are lost. For example, a druid grants a Ranger 8 hit points of healing. If the Ranger has 14 current hit points and has a hit point of no more than 20, the Ranger will get 6 hit points back from the Druid, not 8. A creature that has died cannot recover hit points until magic like the Revival Spell has brought them back to life. If you fall to 0 hit points, you either die directly or fall in the following sections. Massive damage can kill you instantly. If the damage reduces you to 0 hit points and there is still damage left, you will die if the remaining damage is equal or exceeds your hit point maximum. For example, a cleric with a maximum of 12 hit points currently has 6 hit points. If it takes 18 damage from an attack, it is reduced to 0 hit points, but 12 damage remains. Since the remaining damage is equal to their hit point, the cleric dies. If the damage reduces you to 0 hit points and doesn't kill you, you'll be unconscious (see conditions). This unconsciousness ends when you regain any hit points. Whenever you start your turn with 0 hit points, you'll need to make a special rescue throw called a death-saving throw to determine if you're crawling closer to death or hanging on to life. Unlike other Saving Throws, it is not tied to a skill score. You are now in the hands of Destiny, supported only by spells and features that improve your chances of success in a saving throw. D20 Roll: If the role is 10 or higher, you will be successful. Otherwise, you will fail. Success or failure has no effect on itself. With your third success, you will be stable (see below). In your third failure, you die. Successes and failures do not have to follow each other; keep track of both until you collect three of one type. The number of both is reset to zero when you recover hit points or become stable. Rolls 1 or 20: If you make a death-saving throw and roll a 1 on the D20, it counts as two bugs. If you roll a 20 on the D20, you get 1 hit point back. Damage at 0 Hit Points: If you take damage while you have 0 hit points, you will suffer a fatal throwing error. If the damage is caused by a failed Death Erjump. You can use your action to give first aid to an unconscious creature and try to stabilize it, which requires a successful DC 10 Wisdom Test (medicine). A stable creature does not make death rescue throws, even though it has 0 hit points, but it remains unconscious. The creature stops being stable and must start the Death Rescue again when it does damage. A Creature that is not healed will get a hit point back after 1d4 hours. Most GMs have a monster die the moment it drops to 0 hit points instead of dropping it unconscious and making Death Saving Throws. Powerful villains and special non-player characters are common exceptions; the GM could drop them unconscious and follow the same rules as player characters. Sometimes an attacker wants to render an enemy incapacitated instead of taking a deadly blow. When an attacker reduces a creature to 0 hits A melee attack allows the attacker to turn off the creature. The attacker can make this choice the moment the damage is done. The creature falls unconscious and is stable. Some spells and special abilities give a creature temporary hit points. Temporary hit points are not actual hit points; They are a buffer against damage, a pool of hit points that protect you from injury. If you have temporary hit points and take damage, the temporary hit points will be lost first, and any remaining damage will be transferred to your normal hit points. For example, if you have 5 temporary hit points and you take 7 damage, you lose the temporary hit points and then take 2 damage. Because temporary hit points are separated from your actual hit points, they can exceed your hit point maximum. Therefore, a character can be at full hit points and receive temporary hit points. Healing cannot restore temporary hit points, and they cannot be added. If you have temporary hit points and get more of them, you decide whether to have the ones you have or get the new ones. For example, if a spell grants you 12 temporary hit points, if you already have 10, you can have 12 or 10, not 22. If you have 0 hit points, receiving temporary hit points won't get you back into consciousness or stabilize. They can still absorb damage directed at you while you are in this state, but only true healing can save you. Unless a feature that grants you temporary hit points has a duration, they last until they are exhausted or you finish a long rest. A knight who charges into battle on a warhorse, a wizard who casts spells from the back of a griffon, or a cleric hovering through the sky on a Pegasus all enjoy the benefits of speed and mobility that a mount can offer. A willing creature that is at least one size larger than you and has a suitable anatomy can serve as a mount, using the following rules. Once during your move, you can climb a creature that is within 5 feet of you or dissolve. This costs a lot of movement that is half your speed. For example, if your speed is 30 feet, you need to spend 15 feet of movement to mount a horse. Therefore, you can't mount it if you don't have 15 feet of movement left or if your speed is 0. If an effect moves your mount against its will while you are on it, you need to save on a DC 10 dexterity or fall from the bracket successfully, landing prone in a room within 5 feet of it. If you are knocked vulnerable when setting, you must make the same savings throw. If your mount is knocked vulnerable, you can use your reaction to dismantle it when it falls and lands on your feet. Otherwise, you will be dismantled and fall vulnerable in a room within 5 feet of it. While you are mounted, you have two options. You can either control the mount or allow it to act independently. Intelligent creatures, such as dragons, act independently. You can only control a bracket if it trained to accept a driver. Domesticated horses, donkeys and similar creatures are believed to have such training. The initiative of a controlled bracket changes to match it when you mount it. It moves as you run it, and it has only three action options: Dash, Disengage, and Dodge. A controlled bracket can move and also act on the rotation you are mounting. An independent mount retains its place in the initiative. When you carry a rider, the actions that the mount can perform are not restricted, and he moves and acts as he wants. It could flee the fight, hurry to attack and eat a badly wounded enemy, or otherwise act against your desires. In both cases, if the mount provokes an opportunity attack while you are on it, the attacker can attack you or the mount. When adventurers chase Sahuagin back to their underwater homes, fight sharks in an old shipwreck, or find themselves in a flooded dungeon, they have to fight in a challenging environment. The following rules apply underwater. When creating a melee weapon attack, a creature that has no swimming speed (either natural or granted by magic) has a disadvantage on the attack role, unless the weapon is a dagger, javelin, shortsword, spear, or Trident. A long-range weapon attack automatically misses a target outside the normal range of the weapon. Even against a target within normal range, the attack role has a drawback, unless the weapon is a crossbow, a net, or a weapon thrown like a spear (including spear, Trident, or dart). Creatures and objects completely immersed in water have resistfire damage. Damage.

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