



D&D : Simplified Rules

Welcome to the wonderful world of Dungeons & Dragons! These 1-hour sessions use the bare minimum of rules, so we can dive straight into the action.

You each create a character and team up to solve puzzles, battle monsters, discover treasure, and more! Led by the Dungeon Master (DM), the game's lead storyteller and referee, the game works like this:

- The DM describes where you are.
- You decide what you want to do.
- The DM tells you what happens as a result of your choices.

MAKING YOURSELF UP

You'll pick four details to describe your character: your adventurer's name, ancestry, class, and background.

NAMES can be elegant (e.g. Anastrien Galanodel), whimsical (e.g. Crampernap Bafflestone), or ordinary (e.g. Lou).

ANCESTRY describes your character's species—human, dwarf, elf, centaur, fairy, etc.

CLASS refers to your character's talents and specialisation, which can be generally categorised as either warrior, scout, mage, or healer (example classes and ancestries are pictured in the final pages).

BACKGROUND tells us what your character did before becoming an adventurer—whether they were a soldier, spy, entertainer, pirate, merchant, athlete, scholar, groom of the stool, etc.

THE LUCK OF THE DICE

However wisely and bravely you make your plans, luck—good and bad—plays its part. Whether you defeat an enemy, succeed in casting a spell, or charm someone into helping you, may depend on the roll of a die. Anything is possible, but using dice makes some outcomes more probable than others.

To keep things simple, the DM will use just one die, the classic 20-sided icosahedron (called a d20) to determine players' success or failure. An easy task will only need a roll of 5 or 10 to succeed, but a difficult task may only succeed if a 15 or even 20 is rolled.

PLAYERS DON'T NEED ANY DICE TO PLAY as the DM can use a digital d20 for all rolls, which will be shared on-screen.

You only need a pencil and paper. Your paper will become your character sheet (feel free to print and fill in the template provided).





YOUR ADVENTURER WILL HAVE SIX KEY ABILITIES

- Strength (**STR**) – physical power
- Dexterity (**DEX**) – agility and coordination
- Constitution (**CON**) – endurance and health
- Intelligence (**INT**) – reasoning and memory
- Wisdom (**WIS**) – perception and insight
- Charisma (**CHA**) – charm and guile

Each ability has a score, which is a number you record on your character sheet. Use the following base scores and assign them to the abilities of your choice:

15, 14, 13, 12, 10, and 8.

Finally, you can boost one of your scores by 2, and another (or the same) score by 1. Will you boost one of your abilities up to the maximum of 18? Or will you be an all-rounder and boost your weaker scores?

HOW YOUR ABILITIES WORK IN THE GAME

Your ability scores modify (change) your dice rolls, making it easier or harder for your character to succeed in a particular task. Example: you need to roll a 14 to pick a lock. You roll 12, but you can add 4 because you have an 18 score for Dexterity—so your nimble-fingered character succeeds in picking the lock.

| SCORE | MODIFIER |
|---------|----------|
| 8 – 9 | –1 |
| 10 – 11 | +0 |
| 12 – 13 | +1 |
| 14 – 15 | +2 |
| 16 – 17 | +3 |
| 18 | +4 |

Everything else is left to your imagination! We won't use any further character rules, so all additional choices are purely for flavour and fun. Equip your adventurer with any items and weapons you like (a sword, a crossbow, a spyglass...) and you can make up spells on the fly ("I want to cast an illusion of a dragon!"—you can write this down later as your 'Illusory Dragon' spell). All effects will be determined by the DM and the d20.





EXAMPLE ADVENTURER

Below is an example character sheet using the template provided (a blank piece of paper or blank file on your computer is just as good):



| | |
|--------------------------|--|
| CHARACTER DETAILS | NAME: Griv Noltish (she/her) |
| | ANCESTRY: Minotaur |
| | CLASS: WARRIOR / SCOUT / MAGE / HEALER Barbarian |
| | BACKGROUND: Gladiator |

| ABILITY | SCORE (MODIFIER) | | |
|------------------|---------------------|---|---|
| STRENGTH | 16 (+3) | WEAPONS | <ul style="list-style-type: none">• Mace of Fire• Net• Handaxes ×2 |
| DEXTERITY | 12 (+1) | SPELLS | <p>*Not a magic-user*</p> <ul style="list-style-type: none">• Magic Item: Mace of Fire (3 charges of <i>Fireball</i> spell per day) |
| CONSTITUTION | 13 (+1) | EQUIPMENT | <ul style="list-style-type: none">• Scale Mail & Wooden Shield• Bed Roll, Rations, Waterskin• Rope (50 ft.)• Torch & Tinderbox |
| INTELLIGENCE | 8 (-1) | CURRENCY & TREASURE | <ul style="list-style-type: none">• 15 gold pieces |
| WISDOM | 10 (+0) | NOTES Ideal: I like seeing the smiles on people's faces when I perform. That's all that matters. Flaw: I'll do anything to win fame and renown. Session 1 – Riddle engraved in the knights' tomb "To keep this, you must first give it to me." Answer: Your word! (Opens up secret crypt) | |
| CHARISMA | 16 (+3) | | |

Griv will mostly rely on her Strength and Charisma with those +3 modifiers. Will the enemy guard believe Griv's outrageous disguise? The DM says you'll need at least 15 with a roll of the d20. The DM rolls and you get a 12, but with your +3 Charisma, you get 15! The deception succeeds!





PLAYER ETIQUETTE GUIDE

Dungeons and Dragons is a chance to let your imaginations loose in a make-believe sandbox world. But you share this play space with others, so you have important responsibilities to ensure that fun can be had by all. We don't want creative freedom to veer off into unfriendliness! By signing up for D&D, you agree to the following guidelines:

• BE RESPECTFUL

Let others have their turns without interruption, celebrate each other's characters and ideas, and support each other in completing quests, rather than thinking of ways to rebel against the team or destructively derail the story. D&D is a cooperative game. PvP (player versus player fighting) will not be condoned by the Dungeon Master. Play nice and don't be evil.

• PAY ATTENTION

Continue to listen, even when it's not your turn, so you can follow the shared storytelling and be ready to contribute when it's your go. Don't let yourself get distracted and out of the loop.

• SHARE THE SPOTLIGHT

You are not the main character of the story—your whole group is the main character. Acknowledge and include the other PCs (player characters) when it's your turn. Set each other up for success and give each other chances to shine. There's nothing more rewarding than making a memorable moment happen for another player. Also be mindful of not taking too long when it's your turn. Be decisive and concise so you can pass the spotlight onto the next player. Keep things moving so everyone can get involved as much as possible.

• GET NARRATIVE CONSENT

When interacting with other PCs or making a narrative decision that affects the entire group, make sure to check in and get permission from the other players so you know everyone's on board with your suggestion or idea. We're all in this together.

• PLAY THE STAKES

There's always something for your character to win... and lose. Choose to really care about what's at stake for your character (and everyone else's) and act in the team's best interests. Otherwise, we trade exciting drama and thrilling tension for dullness and triviality. Genuinely try and put yourself in your character's shoes rather than treating them like a disposable puppet for your whims (although a little whimsy never hurts).

• DM THE DM

If you're finding another player's behaviour problematic, rather than calling them out and confronting them in the middle of the session, use the chat to direct message (DM) the Dungeon Master (the DM) instead. Everyone wants to have fun playing D&D, but sometimes players might not realise they're spoiling the fun for others. Always let the Dungeon Master handle any conflicts so the game can be paused if need be. Let's communicate as sensitively as possible without disrupting our joint adventure.



WARRIOR

Barbarian
(raging berserker)



Fighter
(weapons master)



Monk
(martial artist)



MAGE

Artificer
(magical inventor)



Bard
(inspiring magician)



Druid
(nature worshipper)



Sorcerer
(born spellcaster)



Warlock
(beholden devotee)



Wizard
(scholarly magic-user)



SCOUT

Ranger
(wilderness defender)



Rogue
(sneak thief)



HEALER

Cleric
(priestly champion)



Paladin
(sworn protector)



ANCESTRIES





Kalashtar

Leonin

Lizardfolk

Kenku

Kobold

Locathah

Loxodon

Minotaur

Orc

Owlin

Reborn

Satyr

Shifter

Plasmoid

Simic Hybrid

Tabaxi

Thri-kreen

Tiefling

Tortle

Triton

Warforged

Vedalken

Verdan

Yuan-Ti

Custom Lineage
(e.g. Pandaren, Campestri)

ANCESTRIES

