

DUNGEONS & DRAGONS

INTRODUCTION D&D is a game where you and friends imagine yourselves as heroes, explore dangerous places, battle monsters, and create stories together. There's no winning or losing, only shared adventures and fun.

CHARACTERS You decide your character's actions and tell them to the referee, or Dungeon Master (DM). The DM determines if your actions are successful and describes the results.

This back-and-forth between you, the DM, and your adventuring companions grows and shapes the game world. Always ask yourself: If you were really your character, what would you do right now?

DESCRIBE AN ACTION The DM sets a turn order for players. On your turn, describe an action you want to do. For example, you could say you're going to shoot your bow at a troll. The DM might ask you to roll a die to determine whether your action succeeds. You can use your own dice, or the DM will share their screen and roll virtual dice.

THE DICE Most rolls will be with a twenty-sided (d20) die. **Advantage** = Roll twice and use the higher result. **Disadvantage** = Roll twice and use the lower result.

ABILITIES Abilities are your characteristics. Each ability has a bonus or penalty (called a modifier) from -1 to +4.

Strength (STR). Physical might. **Dexterity (DEX).** Agility, reflexes.

Constitution (CON). Health, stamina. **Intelligence (INT).** Reason, memory.

Wisdom (WIS). Perceptiveness, instinct. **Charisma (CHA).** Appeal, presence.

CHECKS When attempting a risky or uncertain action, the DM will ask you to roll a d20 and add a modifier. That's called making an ability check. The DM chooses the roll's linked ability and a number called a difficulty class (DC). If the total of your d20 roll + ability modifier equals or beats the DC, your action succeeds. For example, the DM might say leaping over a narrow chasm requires a DC 9 Strength check. The DM might not reveal the DC, or roll a d20 themselves to randomise it.

BASICALLY D&D is a cooperative game of imagination where players role-play adventurers in worlds of monsters and magic. The DM sets the scene, players describe actions, and dice decide outcomes.

EXAMPLE — DM: The castle looms over you, stone gargoyles staring down at you from the high walls. Player, what do you do?

Player: I study the gargoyles. Are they alive?

DM: Let's roll to find out. What's your Wisdom modifier?

Player: I have +1 to Wisdom. I rolled a 14! And +1 Wisdom, so 15.

DM: You notice their stony gaze seems to be following you... They're alive!

D&D: MAKING YOURSELF UP

NAME Choose a worthy name for your adventurer. *Grumby, Thyria, Calgor, etc.*

SPECIES Your character's creature type (humanoid or not). *Human, Elf, Ooze, etc.*

CLASS Your character's job as an adventurer. *Warrior, Mage, Expert, Priest, etc.*



Warrior Barbarian (raging berserker), Monk (martial artist), Fighter (trained soldier)



Mage Wizard (scholarly magus), Sorcerer (born spellcaster), Warlock (beholden devotee)



Expert Rogue (crafty slyboots), Ranger (wilderness defender), Bard (magical performer)



Priest Cleric (blessed champion), Paladin (sworn protector), Druid (nature worshipper)



BACKGROUND Your history and past experience. *Merchant, Spy, Poet, Scholar, etc.*

YOUR 6 ABILITIES (3 PHYSICAL STATS + 3 MENTAL/MAGICAL STATS)

These are your characteristics. Each has a bonus or penalty called a **modifier**.

Assign the following array of modifiers to your abilities: **+4, +2, +1, +1, +0, and -1**.

[Alternatively, you can use this array instead, if you wish: **+3, +3, +1, +1, +0, and -1**]

You can assign your modifiers in any order you like.

PHYSICAL ABILITIES (including weaponry skills—you can make up your cool gear!)

Strength (STR). Physical might. *Fight with a sword; lift, push, pull, or break something*

Dexterity (DEX). Agility, reflexes. *Shoot a bow, pick a lock; move quickly or quietly*

Constitution (CON). Health, stamina. *Endure injury; push your body to the limit*

MENTAL ABILITIES (including magical talents—you can make up your cool spells!)

Intelligence (INT). Reason, memory. *Cast spells; decipher, learn, reason, or remember*

Wisdom (WIS). Perceptiveness, instinct. *Cast spells; notice, detect, intuit, or divine*

Charisma (CHA). Appeal, presence. *Cast spells; influence, impress, frighten, or deceive*

Example: Name Ondros the Restorer **Ancestry** Woolly Loxodon (Mammothfolk)

Class Priest (Druid, Circle of Stars) **Background** Sage (Astronomer/Astrologer)

STR +1



DEX -1



CON +2



INT +1



WIS +4



CHA +0



Gear Crystal Staff, Shield, Robe of Stars

Magic Starry spells to heal and attack



**CHARACTER
DETAILS**

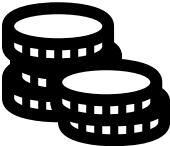
 **NAME:**

 **SPECIES:**

 **CLASS:**

 **BACKGROUND:**

ABILITY	MODIFIER
 STRENGTH	
 DEXTERITY	
 CONSTITUTION	
 INTELLIGENCE	
 WISDOM	
 CHARISMA	

 WEAPONS	
 SPELLS	
 EQUIPMENT	
 CURRENCY & TREASURE	
NOTES	

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 DM. 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 players when it's your turn. Set each other up for success and give each other's characters 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 players 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.