

D&D: Simplified Rules

Welcome to the wonderful world of Dungeons & Dragons! These 1-hour classes use the bare minimum of rules. 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 ancestries and classes are detailed below).

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 – lays 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 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 the template provided).

Your adventurer will have six key abilities:

- Strength (STR), - physical power
- Dexterity (DEX), - agility & coordination
- Constitution (CON), - endurance
- Intelligence (INT), - reasoning and memory
- Wisdom (WIS), - perception and insight
- Charisma (CHA) - force of personality

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 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.

For example, you might be Griv Noltish, the minotaur barbarian gladiator, with the following ability scores and modifiers: STR 16 (+3), DEX 12 (+1), CON 13 (+1), INT 8 (–1), WIS 10 (+0), CHA 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 CHA, you get 15! The deception succeeds!

Example Ancestries:

Aarakocra (birdfolk), Aasimar (demi-angel), Autognome (mechanical gnome), Bugbear (large hairy goblinoid), Centaur, Changeling (shape-changing humanoid), Dhampir (demi-vampire), Dragonborn (bipedal dragon-like being), Dwarf, Elf, Fairy, Giff (large hippo-headed being), Goblin, Goliath (giant kin), Gnome, Grung (frogfolk), Hadozee (winged simian being), Half-Elf, Halfling, Half-Orc, Harengon (rabbitfolk), Hexblood (demi-hag), Hobgoblin, Human, Kenku (ravenfolk), Kobold (small dragonfolk), Leonin (lionfolk), Lizardfolk, Locathah (fishfolk), Loxodon (large elephant-headed being), Minotaur, Orc, Owlin (owlfolk), Plasmoid (amoeba-like being), Satyr, Tabaxi (catfolk), Thri-keen (insectoid), Turtle (tortoisefolk), Triton (merfolk), Warforged (wood-and-metal humanoid automaton)

Example Classes:

WARRIOR

Barbarian (raging berserker), Fighter (weapons master), Monk (martial artist)

SCOUT

Ranger (wilderness defender), Rogue (sneak thief)

MAGE

Artificer (magical inventor), Bard (inspiring magician), Druid (nature worshipper), Sorcerer (born spellcaster), Warlock (beholden devotee), Wizard (scholarly magic-user)

HEALER

Cleric (priestly champion), Paladin (sworn protector)