

# DUNGEONS & DRAGONS

## QUICK REFERENCE GUIDE

### The Basics

At its core, Dungeons & Dragons is group storytelling. Most adventures consist of a combination of exploration, social interaction, and combat.

The dungeon master helps guide the story by planning and describing characters, events, locations, items, and more.

The players build out the story by describing what their characters do and how they interact with the world the DM has built.

### The Dice

Sometimes decisions and actions in the game are left up to fate. That's where the dice come in. Dungeons & Dragons uses the following dice:



d4



d6



d8



d10



d12



d20

If you need to roll a percentage or d100, roll two d10. One die will represent the tens digit, the other the ones digit. Double 0's represents 100.

### Rolling the Dice

The three most common roll types are combat, ability checks, and saving throws. All three require a d20.

**Roll the d20. Add any modifier based on your ability scores. Add a proficiency bonus, if applicable. Apply any bonuses or penalties.** Compare to the target number - DC (Difficulty Class) for abilities and saving throws or AC (Armor Class) for attacks. If it exceeds the target, the roll succeeds. What about ties? **If it meets, it beats!**

Depending on the situation, you may also roll with advantage or disadvantage. This means rolling two d20's. For advantage, use the higher of the two. For disadvantage, use the lower.

### Combat

Combat consists of a series of rounds that repeat until combat is resolved. Each round represents about 6 seconds in the game world. All players and characters involved in combat have an opportunity to act during each round. The order in which they act is determined by initiative.

### Determining Order

Round order is determined by rolling initiative. Initiative is **d20 + Dex modifier + any other bonuses**

**or penalties.** Players, NPCs, creatures, and monsters all have initiative. The DM will determine combat order by ranking from highest to lowest.

### On Your Turn

During your turn, you can **move and take an action**. How far you move is determined by your speed listed on your character sheet. You can choose whether you'd like to move or take an action first.

When making an attack:

- Pick a target within range.
- The DM will tell you if any modifiers apply based on cover, spells, effects, etc.
- Make an attack roll and add any modifiers. If it meets or beats the target's AC, you hit and roll for damage.

### Spells

A number of classes and ancestries have the ability to use spells. Which spells your character has access to is determined by class, ancestry, level, what you have prepared, how many spells you've already cast, and more.

### Spell Slots

A spellcaster can only cast a certain number of spells before needing to rest. These are called spell slots and are determined by the character's class and level as noted in the class description. Once all spell slots have been used, the character usually must complete a long rest to recover them.

### Cantrips

Some spellcasters can use cantrips. Cantrips can be cast at will and do not have to be prepared in advance and do not take up a spell slot.

### Spell Saving Throws

Some spells require the target to making a saving throw to reduce or avoid the effect. If a spell requires a saving throw, it will list the ability the target uses for the check.

### Resting & Healing

A **short rest** is at least 1 hour of downtime doing nothing more strenuous than eating or drinking. At the end of short rest, a player can spend 1 or more Hit Dice to regain health.

A **long rest** is at least 8 hours of downtime including at least 6 hours of sleep and no strenuous activity. At the end of a long rest, a player gains all lost hit points. If a long rest is interrupted, it must start over to regain lost hit points.

### Falling Unconscious

If damage reduces you to 0 hit points you fall unconscious. Unconsciousness ends if you regain any hit points.

### Glossary

**Dungeon Master (DM)** - storybuilder and rulemaster, keeps the story going.

**Non-Playable Character (NPC)** - characters in the world who aren't part of the main party, townsfolk, creatures.

### Attributes

**Strength** - physical power.

**Dexterity** - agility, coordination.

**Constitution** - endurance, health.

**Intelligence** - memory, book smarts.

**Wisdom** - insight, street smarts.

**Charisma** - personality, cunning.

### Alignments

**Good** - Selfless, altruistic.

**Evil** - Selfish, destructive, corrupt.

**Lawful** - Has a moral code, follows the rules.

**Chaotic** - Doesn't necessarily follow rules, lawless.

**Neutral** - The middle ground between Good and Evil, Lawful and Chaotic.

### Rolls

**Critical (Crit)** - Rolling a natural 20. Usually does bonus damage or automatically succeeds.

**Failure (Botch)** - Rolling a natural 1. Usually an automatic miss or failure.



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