

WELCOME TO

LEARN TO SLAY

How to play Dungeons & Dragons for beginning adventurers



Tony Tandeski
Favorite Class: Druid



Annelise Tarnowski
Favorite Class: Wizard

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Chapter One

What Is Dungeons & Dragons?

Dungeons & Dragons is a tabletop role playing game, or TRPG, structured around imagination and group storytelling within a basic set of agreed upon rules.

More simply, it's an exciting game where you make up fun adventures with friends!



Geek & Sundry

Dungeons & Dragons is also extremely versatile. There is a set of rules, but you can modify them and play however you like!

Rules-Heavy vs. Free Flow

One-shot vs. Campaign

Published vs. Homebrew

You can even ask your DM/GM (Dungeon Master or Game Master) to modify the campaign to what the group enjoys most – combat, role-playing, politics, intrigue, or anything else. The limit is your imagination.

What Do You Need to Play?

Nothing! But there are plenty of things to spend money on if you *want* to:

- Dice
- Rule Books
- Campaign Books
- Miniature Figures
- Maps
- Dice Towers
- DM Screens
- Whiteboards
- Combat Trackers
- Electronics
- Crafting Supplies
- Much More...



Gamers Decide

Moral of the story...

Make It Your Own!

Chapter Two

Creating Your Character

The D&D Character Sheet

Now is a perfect time to whip out that character sheet that came in your Rook Room adventure starter pack OR if you didn't snag your pack yet, you can find the official D&D character sheet at:

<https://dnd.wizards.com/charactersheets>

DUNGEONS & DRAGONS

CHARACTER INFORMATION

CHARACTER NAME ANCESTRY CLASS

PLAYER NAME ALIGNMENT BACKGROUND

STR DEX CON INT WIS CHA PROF PERC INIT ARMOR

SAVING THROWS

○ STR ○ INT

○ DEX ○ WIS

○ CON ○ CHA

HEALTH

CURRENT / MAX + TEMP HIT POINTS

DEATH SAVED

SUCCESS ○ ○ ○ ○

FAILURE ○ ○ ○ ○

INSPIRATION

SKILLS

○ ACROBATICS [DEX]

○ ANIMAL HANDLING [WIS]

○ ARCANNA [INT]

○ ATHLETICS [STR]

○ DECEPTION [CHA]

○ HISTORY [INT]

○ INSTINCT [WIS]

○ INTIMIDATION [CHA]

○ INVESTIGATION [INT]

○ MEDICINE [WIS]

○ NATURE [INT]

○ PERCEPTION [WIS]

○ PERFORMANCE [CHA]

○ PERSUASION [CHA]

○ RELIGION [INT]

○ SLEIGHT OF HAND [DEX]

○ STEALTH [DEX]

○ SURVIVAL [WIS]

COMBAT

ATTACK DEFENSE SAVING THROWS

ARMOR & EQUIPMENT

ITEMS

PROFICIENCIES & LANGUAGES

FEATURES & TRAITS

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Choose Your Character's Race/Ancstry

There are many races/ancestries in D&D, with with its own set of strengths and weaknesses.

Some of the most commonly played include:

- Human
- Elf
- Dwarf
- Half-Elf
- Gnome
- Halfling
- Half-Orc



Choose Your Character's Class

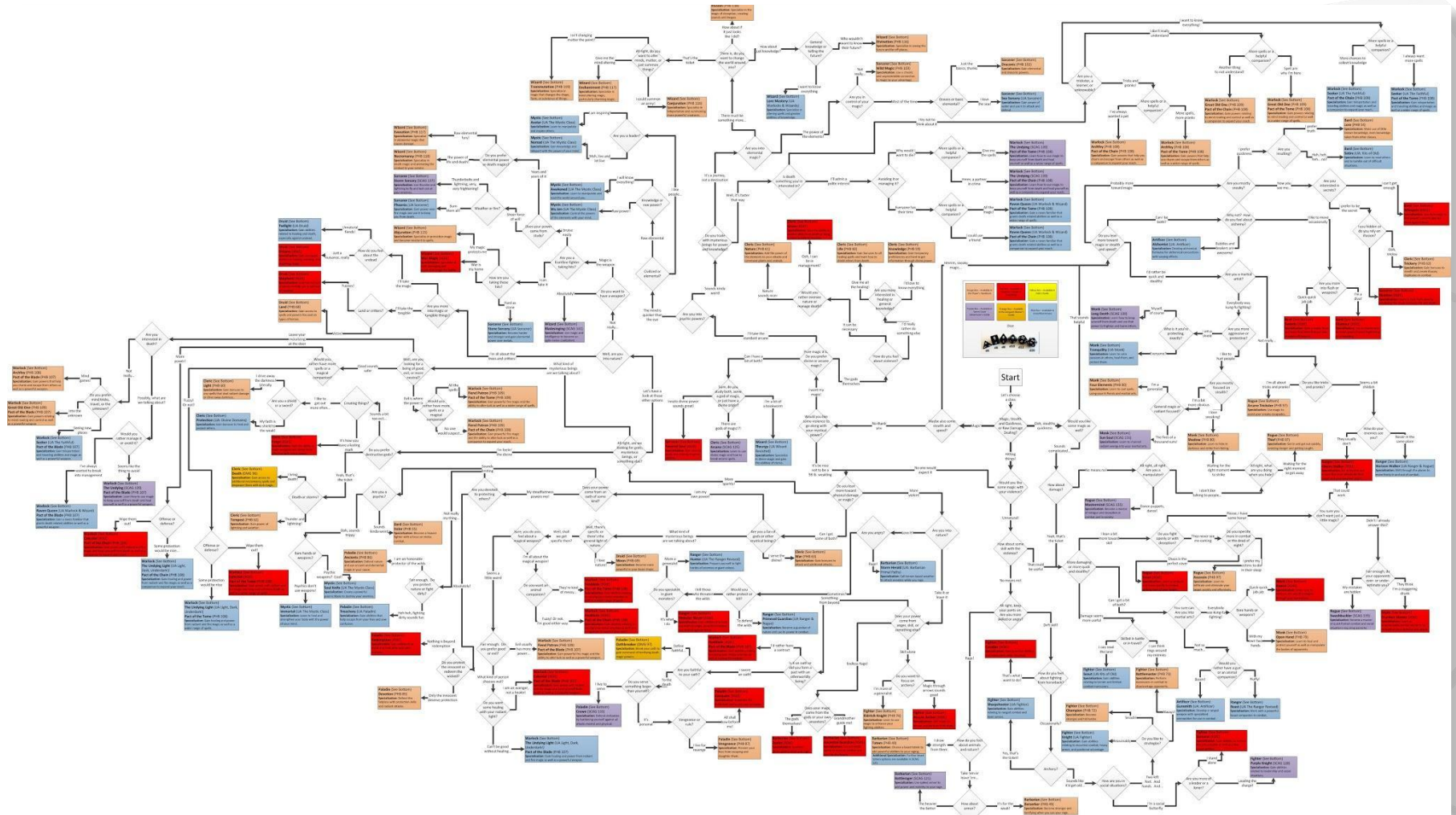
Next, it's time to choose your character's class which determines how they interact with the world around them both in and out of combat.

Again, there are many, but some of the most commonly played include:

- Barbarian
- Bard
- Cleric
- Druid
- Fighter
- Monk
- Paladin
- Ranger
- Rogue
- Sorcerer
- Warlock
- Wizard



First Table Gaming



What's In a Name?

Now that you have an ancestry and class, it'll be easier to come up with a name for your character.

Names often relate to the character's ancestry...

Like the name Hammerstone for a Dwarf.

...or class...

Like the name Oaken Silverwood for a Druid or Jenny Softstrings for a Bard.

...and some ancestries even have common names in the culture...

Like Rockseeker for Dwarves being as common as Smith in our world.

What's In a Name?

A fun trick I like to try if I can't think of a name is the Button Mash Method!

Smash a bunch of buttons on your keyboard...

Imdls

Add in some extra vowels or many even a consonant or two...

Imedalus

And suddenly you have a name! For a surname, try picking something related to the character's ancestry or class and you're good to go!

Good, Evil, or Somewhere in Between

Next, let's figure out where your morals align with your character's alignment. There are 9 basic alignments to choose from:

LAWFUL GOOD	NEUTRAL GOOD	CHAOTIC GOOD
LAWFUL NEUTRAL	NEUTRAL	CHAOTIC NEUTRAL
LAWFUL EVIL	NEUTRAL EVIL	CHAOTIC EVIL

Good, Evil, or Somewhere in Between



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Time to Get Talented with Stats

It's time to figure out how good your character is at certain things. Maybe they're super strong. Maybe they are nimble and quick. Or maybe their intelligence is their strongest attribute.

In D&D, those attributes are determined by what are called your stats:

- Strength (STR) - physical power, muscles
- Dexterity (DEX) - agility and coordination
- Constitution (CON) - endurance and overall health
- Intelligence (INT) - book smarts, reasoning, memory
- Wisdom (WIS) - street smarts, perception, insight
- Charisma (CHA) - personality, likeability

Depending on your class, some of these may be more important than others.

Time to Get Talented with Stats

Most often, players will roll dice to determine these scores when creating a character.

The most common method is to roll 4 6-sided dice (or roll a single 6-sided die 4 times), keep the three highest numbers, and add them up. For example:

If I rolled 2, 4, 5, 6, I would throw out the 2 and add 4+5+6 for a total of 15

Do that until you have 6 numbers total, which will become your stats.

Alternatively, some players choose, or DM's ask them, to take the "standard set" of stats which are 8, 10, 12, 13, 14, 15.

Time to Get Talented with Stats

Now that you have your 6 stat numbers, it's time to assign them to your 6 character stats.

Like we said before, you'll want to choose based on your character's class. For example:

Rogues need to be silent, nimble, and quick and have high DEXTERITY.

Wizards need to remember many complicated spells and have high INTELLIGENCE.

Barbarians need to wield big weapons with high STRENGTH.

Bards need to woo townsfolk with beautiful songs and have high CHARISMA.

There are many great resources, like D&D Beyond, to help know what to choose.

Time to Get Talented with Stats

Your stats also determine your modifiers – bonuses or penalties based on your totals.

Score	Modifier
3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18	+4

The Best of the Rest (of Your Abilities)

These modifiers also help determine how good you are at other characteristics, which are called Abilities in D&D.

Stat	Abilities
Strength (STR)	Athletics
Dexterity (DEX)	Acrobatics, Sleight of Hand, Stealth
Intelligence (INT)	Arcana, History, Investigation, Nature, Religion
Wisdom (WIS)	Animal Handling, Insight, Medicine, Perception, Survival
Charisma (CHA)	Deception, Intimidation, Performance, Persuasion

You'll add the corresponding modifiers in the spaces next to your abilities.

Getting Healthy

Your maximum starting health is determined by your class and your CONSTITUTION modifier. Each class has what's called a hit die.

For starting health add the hit die number and CON modifier.

Hit Die	Classes
d6	Sorcerer, Wizard
d8	Bard, Cleric, Druid, Monk, Rogue, Warlock
d10	Fighter, Paladin, Ranger
d12	Barbarian

So if I were a Druid with a CON modifier of +2, my starting health would be $8+2=10!$

What Makes You...You!

This is your chance to get really creative and figure out what makes your character tick. Draw from your own life, books, movies, friends, family, anywhere!

Personality Traits

Pick two fun facts about your character. Example: they read every book they see or they become fast friends with everyone they meet.

Ideals

Pick one ideal that drives your character. Example: forests are important and I will work hard to make sure they survive.

Bonds

Pick one bond that connects you to the world. Example: My family is most important.

Flaws

Pick one flaw that makes your character relatable. Example: I'm gullible and believe anything anyone tells me without question.

A Few Loose Ends

Armor Class

This is 10 plus your DEX modifier plus 2 if you're proficient in DEXTERITY (determined by class) plus a bonus from any armor or shields you're using.

Other Proficiencies & Languages

This will be determined by your ancestry and class.

Features & Traits

This will be determined by your ancestry and class. Many ancestries have special bonuses like Darkvision or not being able to be put to sleep magically.

A Few Loose Ends

Initiative

This is your DEX modifier plus any ancestry or class bonuses.

Proficiency Bonus

This is always +2 for 1st level characters and goes up as you level up.

Speed

This depends on your ancestry and is 30 feet for most.

Passive Wisdom

This is 10 plus your WIS modifier plus 2 if you're proficient in WISDOM (determined by class)

Starting Equipment

Dungeon Masters each usually have their own way to go about figuring out what equipment your character starts with.

Some choose to start you with money based on your class and background and let you purchase starting equipment.

Others will let you choose weapons, armor, and items to begin with for free (perhaps you inherited it or gained it prior to this adventure).

And others will start you with basic equipment based on your class and background.

It's best to work with your DM before the adventure begins to see what they have planned.

CONGRATULATIONS!

You've created your character. It was a lot of confusing numbers and math, but now you have everything you need to begin playing.

QUESTIONS & SHARING

Where to Get More Information

- Player's Handbook
- D&D Beyond (dndbeyond.com)
- Roll20 (roll20.net)
- Kobold Fight Club (kobold.club)
- Geek & Sundry (geekandsundry.com)
- The Rook Room (therookroom.com)
- Local game stores



COMING UP NEXT TIME

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