DnD New Players Quick Guide:

## Exploring, Adventuring, Lounging

It’s basically the real world. You can do whatever you want…or at least you can try. Some tasks are easy and don’t require any type of proficiency. For example, you don’t need to be athletic to put on pants or be charismatic to have a conversation. Some things you will need proficiencies in. Want to dance on the street for money? Cool, charisma (performance) check. Want to parkour onto the roof of a building? Dexterity (Acrobatics) check. Want to remember something about a religion you heard about a long time ago? Intelligence (Religion) check. Your DM will tell you what you are rolling for.

So what do you roll when you’re told this?

You see the list of skills on your sheet? Athletics, Acrobatics, Sleight of Hand, etc? You see that number next to it? Let’s call that your **skill modifier**. So, the roll would be:

***D20 + skill modifier.***

What are you trying to beat? A number determined by the DM. For easy tasks (like convincing a drunk to give up information) you might only need to beat a **difficulty class (DC)** of 5 or 10 in Charisma (Persuasion). If you’re trying to climb up the rocks under a waterfall, the DC may be 20 in Strength(athletics). If you’re trying to fly into space, the DC might be 30. You will not know the DC. Only the DM knows the DC. But the DM will let you know if you can do it or not.

**Saving Throw:** If something bad is about to happen to you (fall off a ledge, get pickpocketed, etc), and you need to see if you avoid it or how badly it affects you, do a saving throw.

***D20 + Saving Throw Mod (provided by DM)***

***Tips and tricks***

Be smarts about who is doing the checks. If you’re trying to look for something (Intelligence (investigation)) or remember something (Intelligence(*mult options))*, then everyone can join in. But if you’re trying to charm someone (Charisma(persuasion)) or pick pocket someone (Dexterity(Sleight of Hand)) send your best person to do it, since you might only have 1 chance.

## Combat:

Combat is easy.

1. First, everyone roll a d20 + initiative score (dexterity modifier). Highest roll goes first. Lowest roll goes last.
2. Check if you hit:
   1. D20 + class combat modifier + proficiency bonus (if proficient with weapon
      1. Wizard = intelligence
      2. Sorcerer = charisma
      3. Barbarian = strength
      4. Druid = wisdom
   2. If you beat the enemy **Armor Classes (AC)**, you hit
3. Damage done
   1. D20 + class combat modifier
4. Try not to reach 0 HP, but if you do, don’t panic. Your DM will tell you your options.
5. You can also move up to your speed (~30ft) during combat in addition to attacking
6. You can do other things too, like pull a lever, open an unlocked door, talk, drink a potion

## WIZARDS

* At Lv1, you know 6 spells chosen from the wizard list, along with 3 cantrips. For every additional level of Wizard you obtain, you can add another 2 spells into your spellbook. However, after every long rest, you can only prepare a number of spells equal to (Wizard Level + INT modifier). Which means that eventually, you will end up with way more spells in your spellbook than you can prepare each day. So, it will be up to you to ‘guess’ which spells you would be needing later in the day, because you can only cast spells that have been prepared (Ritual spells are the exception to this and I will cover that aspect later on). So going with the above formula, a lv1 wizard with an INT of 16(+3) can prepare a maximum of 4 spells after a long rest.
* It’s like if you would own 6 shirts that you keep in your closet, but you don’t know yet which one you’ll wear to work this morning. Your bag can only contain 4 shirts, so you have to decide which 4 you’ll bring with you that day. The other 2 will be unavailable to you until after the next long rest.
* Wizards must have access to their spellbook to be able to change their prepared spell after a long rest. If you were to lose or misplace your spellbook, you CANNOT change your prepared spells, however you can keep using those that have been prepared already.
* Wizards can also add more spells to their spellbook if they come across scrolls inscribed with spells contained on the Wizard spell list. It costs 50gp and 2h per spell level to copy a spell into your spellbook, and you must make an INT check with a DC of 10 + the spell’s level. So trying to copy a 2nd level spell in your spellbook, you must make an INT check and get a total of 12 or higher. Whether you succeed or fail, the scroll is consumed during the process.

## DRUIDS, CLERICS, PALADINS

* Once you hit level2 and you pick one of the Schools in the PHB, spells will cost half the gold and take half the time to copy if they are of the school you picked.
* You have access to the entirety of your class’s spell list, as long as you have spell slots of that level (defined by individual class, in case you are multiclassing). So if your class progression table shows that you have spell slots of 3rd level, it means you can prepare and cast any spell on your class’s list of 3rd level or lower. After every long rest, you can change the list of spells you will have prepared for that day.
* For instance, a lv5 cleric has spell slots of 1st, 2nd and 3rd level, so this means you can prepare any spell of 3rd level or lower. The number of spells you can prepare is based on your class level and your spellcasting attribute. For Clerics and Druids, you can prepare (Druid level + WIS modifier) spells every day. Paladins can prepare an amount equal to half their paladin level, rounded down + their CHA modifier, with a minimum of 1 spell regardless of level and charisma.
* These classes also have access to additional spells (Domain for Cleric, Circle for Druids and Oath for Paladins).
* Whenever you reach a level that grants you such additional spells, they are considered to be always prepared and do NOT count towards the limit of spells you can prepare each day, effectively giving you an expanded pool of spells you can choose to cast from.
* Clerics, Druids and Paladins don’t own any shirts. Instead, they get to go to the store every morning to pick a new handful of shirts for the day.

## SORCERERS, BARDS, WARLOCKS, RANGERS, TRICKSTERS, E. KNIGHT

* You know a certain number of spells, listed on the class progression table, and you can always cast from among all these spells. Most of these classes will know 2-3 spells when they begin (Rangers get spells at lv2, AT and EK at lv3).
* You own 3-4 shirts, and you always carry them around with you.
* Note that Warlocks are different from all other caster classes as regain their spell slots after a short or long rest, unlike other classes who only regain their spell slots after a long rest. (Wizard and Land Druids have a class feature that lets them recover a fraction of their spell slots during a short rest, usable once per long rest. Sorcerers also have a class feature that allows them to transform Sorcery Points into spell slots, or vice versa.) Furthermore, their spell slots will increase in level as the warlock gains more levels, but will top out at lv5. For Warlock spells lv6 through lv9 and how they are used, make sure you read the **Mystic Arcanum** paragraph in the Warlock chapter. To sum this feature up quickly, Warlocks do not have spell slots of 6th, 7th, 8th or 9th level. Instead, when they reach a Warlock level high enough where they would normally obtain such spell slots (Lv11, Lv13, Lv15 and Lv17), instead they pick one spell that particular level that they can cast once per day, without the ability to cast it at a higher level.