**DnD**

**Rules of the Game**

**Actions:** Player will have a set of movements and actions when it comes to battle

* **Movement**: Player can move within appropriated space
* **Action**: Player takes action in whatever form of object/item use, attacking, or skill/magic use.
* **Bonus Action**: Like Action you can use this if say you have a weapon or object/item in your off hand.
* **Reaction**: Player can set parameters so that they can act when they are met.

**\*Note that the player can take these actions in any form of order**

**Non-Combat:**

When player is not in action they are in the Scenario, players can move freely, prepare for next encounter, and choose different approaches towards their goal. Most items can be used during scenario including weapons. Rests can be taken as well and only at this time.

**Skills:**

Skills work on a limited number of casts whether it be combat ability or magic.

Skills usually reset after a Rest is taken during scenario, however certain special skills have a daily limit as well.

Skills marked with this (OPR) reset Once Per Rest

Skills marked with this (OPD) reset Once Per Day

**Trait Rolls**

Depending on what trait you picked up, you can make a roll based on that trait.

**Example:** Perception roll uses one d20 by the player

The roll is then countered by the Dungeon Master and thus will affect the action or how much information is given.

**Pathways:**

In the Scenario, each player chooses how they want to approach a problem. Solutions can be discussed with the group or acted upon impulse by the individual player, be wary though that your actions come with consequences.

**Moral Alignment:**

Each player chooses a moral alignment to base their character decisions.

|  |  |  |
| --- | --- | --- |
| **Lawful** | **True** | **Chaotic** |
| good | good | good |
| neutral | neutral | neutral |
| evil | evil | evil |

DnD does not have to be a game that is serious though some take it seriously, you ultimately decide how the session goes. The only thing that matters is if you had fun.

**Crafting:**

When Crafting Improvised Weapons you must have the items available in your inventory or you can scavenge the area

Crafting Improvised Weapons can be confusing if you don’t know what can be used for a weapon. However, most of the crafting is straightforward logic of combining items.

There are three steps of crafting improvised weaponry:

1. Base
2. Attachment
3. Bonus Attachment

Example:

1(Stick) + 2(stone and rope) = Primitive Hammer

Or

1(Chain) + 2(Oil) + 3(Fire source) = Flame chain

If the player needs more information they could consult with the DM to ease the crafting.

**Alchemy:**

Same as Crafting, Alchemy can be a bit more confusing since it deals with substances that you may not know the reaction of.

**Poisons:** anything combined with poison will make it poisonous resulting in poison.

Poisons + debuffs will results in a poison that uses the debuff over time.

Poisons that combine with Curatives of Poison result in an antidote.

**Sleep:** anything combined with components that have sleep will have the sleep effect added on except for the Curatives that cures sleep.

**Debuffs:** debuffs only work by themselves except in combinations with poisons.

**Enhancements:** enhancements usually only combine with Restoratives and Curatives resulting in a combination of both effects

**Restoratives/Curatives:** usually combines with enhancements for positive effects but curatives of poison combined with poisons will result in an antidote.