- o Ability example: **P3** uses ability on **P4**
  - ▪ Determine the type of <u>save</u> to be made (stated at the end of the ability description)
  - ▪ **P4** rolls a d20, adds stat bonus based on type of <u>save</u>
  - ▪ Compare with <u>ability DC</u> (shown in "abilities" box)
    - If **P4** <u>save</u> is equal to or greater than **P3** <u>ability DC</u>, **P4** may take a lesser effect or none at all (depending on the ability description)
    - If **P4** <u>save</u> is less than **P3** <u>ability DC</u>, they take full effect of the ability
  - ▪ Resolve effects for ability as described by text
- Some **attacks/abilities** are more powerful and have limited uses denoted by boxes

TAKING YOUR TURN
- What and how much can you actually do on your turn?
- Below, usable in any order:
  - o Use as much of your available movement over your turn (small number in the boot)
  - o Communicate to any creatures around
  - o **1 action**
    - ▪ Either "attacks" or "abilities" box
    - ▪ Unspecified/creative action (i.e., ability checks described earlier)
  - o **1 bonus action** (if available in "bonus actions" box or specified by text)
  - o **1 reaction** (if available in "reactions" box or specified by text)
- **Features** passive traits that are always "on"
- **Special** most character empowering trait – can be action, bonus action, reaction, or feature
- **Items** are general lesser utility tools that player can be situationally creative with

OTHER NOTES
- Anything on the sheet can be used in or out of combat
- Many minor rules have been skipped and will likely come up during play → just roll with it

5. ROLEPLAYING
- For first-timers, forego completion of the roleplay section
  - o First-timers spend too long making characters and not enough time understanding mechanics
    - ▪ Then, they don't know how to actually play their character to their description
  - o Just play your character comfortably and naturally and experience them as you go
- Otherwise
  - o Ideals: highest beliefs/values
  - o Bonds: people/places/things of sentiment
  - o Flaws:
  - o Personality: standout quirks

6. FINAL NOTES
Cooperate, play together, be considerate, be nice, make everyone comfortable, have fun, share the experience!

(Give players 5-10 minutes to review character sheets before starting)

D&D ONE-SHOTS

1. SETUP

Estimated total time for rules and setup: 30 min.

CHARACTER SHEETS
- For expediency, give out characters based on player descriptions
  - o Example questions to ask
    - ▪ Is this your first time playing D&D? [Maximum difficulty medium]
    - ▪ Do you know the classes? What class would you like?
    - ▪ Do you play strategy games? What playstyle do you like?
    - ▪ What kind of character would you like to play?
    - ▪ If you could think of a character in media that you'd like to play? Who would that be?
    - ▪ Do you want a completely random character?
- Give 1 min. to fill out name, race, and appearance

DICE
- Distribute and organize dice → called "d" then # of sides
  - o Start with d4, then individually go up to d20
  - o Get everyone to hang out to their d20

2. OVERVIEW

STRUCTURE
- "Rules: there are no rules"
- Think of it as a <u>structure</u>, a self-refereed, conversational and mutual story building between **DM** and **players**
  1. **DM** describes the scenario
  2. The **players** take action upon the scenario to achieve a goal
  3. **DM** resolves effects and consequences of **player** actions → this in and of itself creates a new scenario
     - ▪ Repeat 2-3 infinitely
- An example of building a scenario:
  1. **DM:** "The players walk down a long hallway, finding a door at the end."
  2. **P1:** "Can I open the door?"
  3. **DM:** "No, door is locked."
     - ▪ End of scene
- Alternatively:
  3. **DM:** "Yes, the door opens into an empty square room with a treasure chest in the middle."
  2. **P2:** "Can I open the treasure chest."
  3. **DM:** "No, chest is locked."
     a. End of scene
- Alternatively:
  3. **DM:** "Yes, the chest opens, you are sucked into a pocket dimension, floating in a star-speckled space."
- In summary: **player** proposes action, **DM** can say yes or no or *maybe*?

3. PROBABILITY

MAKING CHECKS
- Sometimes, players want to attempt actions that push physical/psychological limits of characters/world
  - These are the maybe situations → need resolve it to yes or no in order to proceed with the game/story
    - This means that sometimes, player attempts at actions may unexpectedly fail
    - Don't feel bad or get frustrated: failures are a blessing in disguise (excitement & surprises!)
  - How to determine yes or no? → probability checks (everyone hold d20)
- Example 1:
  - **DM:** "The players walk down a long hallway, finding a door at the end."
  - **P1:** "Can I open the door?"
  - **DM:** "No, door is locked."
  - **P2:** "Can I try harder to open the door?"
  - **DM:** "Yes, make a check."
    - **P2** rolls d20
    - Before the roll, **DM** thinks about how difficult it is to open the door, assigns a minimum number for check to be successful → this is called the "Difficulty Class" (or DC)
      - 25% chance for success → DC 16
      - If check is 16 or higher, action is successful
- 25% is low, how to improve odds? Two ways (see below)

1) STAT BONUSES
- Playing to specific character strengths → see stats in the middle of the sheets
- Stat bonuses can be applied to checks depending on the course of action taken by the character
  - Example 2:
    - **P3:** "Instead of simply trying harder to open the door, can I kick the door down?"
    - **DM:** "Yes, make a STR check."
      - **P3** rolls d20, adds STR bonus vs. DC 16 → on success, door is kicked down
        - DC remains the same, but chances are increased
  - Example 3:
    - **P4:** "Can I pick the lock?"
    - **DM:** "Yes, make a DEX check."
      - **P4** rolls d20, adds DEX bonus vs. DC 16 → on success, door is unlocked
  - Example 4:
    - **P1:** "Can I look for weak points in the door?"
    - **DM:** "Yes, make an INT check."
      - Easier to spot a weakness than to open the door → DC 10
      - **P1** rolls d20, adds INT bonus vs. DC 10 → on success, weakness is found
  - Example 5:
    - **P1:** "I lie to my group and say, 'no weak points were found'."
    - **P2:** "Can I try to determine if they're lying or not?" → special check called contest
    - **DM:** "Yes, **P1** make a CHA check to set the DC for detecting the lie; **P2** make a WIS check against the DC set by **P1** to see if you successfully deduce that **P1** is lying."
- Main takeaway: it's beneficial to play to your character stats

2) ADVANTAGE AND DISADVANTAGE
- Thinking outside the box, being realistically imaginative and creative
- Depending on the course of action, **DM** may grant advantage to a roll, improving success rate
  - Example 6:
    - **P1:** "I tell **P3** where the weak points of the door are."
    - **P3:** "Can I try to kick the door down?"
    - **DM:** "Yes, make a STR check and, because you know of the weak points, with advantage."
      - **P3** rolls two d20s and takes the *higher*, then adds STR bonus vs. DC 16
- But it's a two-way street, **DM** may impose disadvantage to a roll, reducing success rate
  - Example 7:
    - **P4**: "Can I try to trip **P3** as they try to kick down the door?"
    - **DM**: "Yes, **P3** make a STR check with disadvantage."
      - **P3** rolls two d20s and takes the *lower*, then adds STR bonus vs. DC 16
- All-in-all, that's how to influence and resolve probabilities in D&D

4. COMBAT

OVERVIEW
- More stringency in rules and mechanics for combat
  - Procedural, everyone takes their turn in sequence
  - Numbers/probability-based, like checks previously described (hold on to your d20's!)

COMBAT BASICS
- Before combat starts, **DM** says, "Roll initiative".
  - *Initiative* is a special type of check determining combat order
  - All players roll d20 and add initiative bonus (big number in boot labeled "INIT")
  - Combat begins, participants take *turns* in descending order of initiative rolls
  - Once all combatants have had a *turn*, the *round* is complete → return to the top of the order and repeat
    - Time scale: 1 round = 6 seconds (very fast in-game!)
- **Attacks** and **abilities**, the two most common things to do on in combat (keep that d20 in hand!)
- Making and defending against an **attack**
  - An attack deals damage only on a successful hit
  - *Attack roll* is a special type of check determining if attack is successful
  - Attacking example: **P1** attacks **P2**
    - **P1** rolls a d20, adds attack bonus (shown in "attacks" box)
    - Compare with a special DC called "Armor Class" or AC (number in shield)
      - If **P1** attack roll is equal to or greater than **P2** AC, attack is successful
    - Resolve damage for attack as described by text
      - **P2** reduces hit points (number in heart)
- Using and defending against an **ability**
  - Most non-harmful abilities automatically succeed (boosting allies, healing, etc.)
  - For most harmful abilities, the target has a chance to defend against the ability
  - *Save* (short for saving throw), is a special type of check that determines if the target of an ability avoids some or all of its effects