

Playing in a Tabletop Roleplaying Game

Contents

Chapter 1. Create Your Character.....	1
Character Sheet.....	1
Pick a Class.....	3
Roll Your Stats.....	3
Stat Bonuses.....	4
Get Equipment.....	5
Chapter 2. Running the Game.....	6
Facilitate Character Creation.....	6
Get Character Stories.....	6
Give Players Hooks.....	7

Chapter 1. Create Your Character


The best place to look for inspiration when playing a roleplaying game is a character's backstory. When a player invents a past for their character, with friends, family, role models, and antagonists, it is easier for the GM to come up with compelling story ideas that are sure to motivate the characters in the game.

When you create your character, the GM will lead you and the other players through the task of establishing a shared set of background events.

Character Sheet

The GM will give you a copy of the following character sheet. This is where you will record the details about your character, including their name, class, stats, and equipment.

Click on a section to find out more about it.



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CLASS & LEVEL
BACKGROUND
PLAYER NAME

RACE
ALIGNMENT
EXPERIENCE POINTS

CHARACTER NAME

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

INSPIRATION

PROFICIENCY BONUS

SAVING THROWS

☐ Strength

☐ Dexterity

☐ Constitution

☐ Intelligence

☐ Wisdom

☐ Charisma

SKILLS

☐ Acrobatics (Dex)

☐ Animal Handling (Wis)

☐ Arcana (Int)

☐ Athletics (Str)

☐ Deception (Cha)

☐ Dungeonengineering (Wis)

☐ History (Int)

☐ Insight (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)

ARMOR CLASS

INITIATIVE

Hit Point Maximum

Temporary Hit Points

CURRENT HIT POINTS

SPELL ATTACK BONUS

SPELL SAVE DC

DEATH SAVES

SUCCESSIONS

FAILURES

HIT DICE

USED

TOTAL

USED

TOTAL

ATTACKS & SPELLCASTING

NAME	ATK BONUS	DAMAGE/TYPE

EQUIPMENT

FEATURES & TRAITS

RACIAL TRAITS

PROFICIENCIES

LIGHT ARMOUR

SIMPLE WEAPONS

MEDIUM ARMOUR

MARTIAL WEAPONS

HEAVY ARMOUR

rect 94, 126, 209, 581 [Skills \(on page 3\)](#)

rect 31, 140, 83, 558 [Stats \(on page 3\)](#)
rect 407, 125, 585, 768 [Abilities and Traits \(on page 3\)](#)
rect 217, 584, 394, 768 [Equipment \(on page 5\)](#)
rect 215, 377, 394, 580 [Spell List \(on page 3\)](#)
rect 217, 129, 396, 376 [Combat Stats \(on page 3\)](#)
rect 27, 671, 206, 767 [Equipment and Money \(on page 5\)](#)

Pick a Class

You will need:

- A character sheet
- A pen or pencil

Your character will have a collection of skills, abilities, and powers that define what sort of hero they will be. This is called a "class".

1. Review the list of classes that the GM provides.
2. Discuss with the other players which roles you each want to play.
3. Pick the role you want.
4. Write down the skills, abilities, and powers on a character sheet that your GM will provide, where indicated.

- [Character Sheet \(on page 1\)](#)

Roll Your Stats

You will need:

- A character sheet
- A pen or pencil
- Four 6-sided dice
- A chosen character class

Each character is defined, in part, by their stats, or ability scores.

To create your stats, do the following:

1. Roll four 6-sided dice.

2. Ignore the die with the lowest value.
3. Add the values for the other three dice.
4. Write the resulting number down.
5. Repeat steps 2-5 another five times.
6. Split those numbers between the following values:
 - Strength - use higher numbers for fighters
 - Dexterity - use higher numbers for rogues
 - Constitution - the higher this is, the more healthy your character
 - Intelligence - use higher numbers for spellcasters
 - Wisdom - use higher numbers for clerics
 - Charisma - use higher numbers for bards
7. Write these values on your character sheet where indicated.
8. Determine the stat modifier for each stat:
 - a. Turn to the [Stat Bonuses \(on page 4\)](#) chart.
 - b. Find your stat value in the column labelled "Score."
 - c. Find the associated stat modifier in the column labelled "Modifier."
 - d. Write these values on your character sheet where indicated.

- [Stat Bonuses \(on page 4\)](#)
- [Character Sheet \(on page 1\)](#)

Stat Bonuses

Table 1. Stat Bonuses

Score	Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
22-23	+6

Get Equipment

You will need:

- A character sheet
- A pen or pencil
- Four 6-sided dice
- A chosen character class

Characters will need a variety of equipment on adventures. The right gear can make the difference between success and costly delays when adventuring.

1. Review the list of equipment the GM gives you.
2. Select equipment totaling no more than 200 gold pieces in value.
3. Mark down any unused money on your character sheet, where indicated.

- [Character Sheet \(on page 1\)](#)

Chapter 2. Running the Game

A GM's primary responsibility is to provide a responsive and exciting world for the players to explore. This involves finding out what the players consider fun, inventing stories and conflicts that will challenge and inspire them, and planning it all flexibly enough that the players have choice.

Facilitate Character Creation

You will need:

- A full copy of these rules
- Character sheets for all of the players
- A list of available classes for the players
- A list of available equipment for the players
- A pen or pencil
- A full set of polyhedral dice

A GM will walk the players through the creation of their characters.

1. Give each player a list of available classes.
2. Give each player a blank character sheet.
3. Give each player a list of available equipment.

Get Character Stories

The best place to look for inspiration when playing a roleplaying game is a character's backstory. When a player invents a past for their character, with friends, family, role models, and antagonists, it is easier for the GM to come up with compelling story ideas that are sure to motivate the characters in the game.

1. Give each player a list of available classes.
2. Give each player a blank character sheet.
3. Have the players discuss and decide what they want to play.
4. Ask each player to think of an important event that inspired them to embark on a life of adventure.
5. Have each player select one other player to be part of that story and determine how they contributed.

6. Make sure each player is in at least one other player's story.
7. Write down all of these details.
8. Review for possible villains, or allies which you can use as hooks for later scenes.

Give Players Hooks

Once you have backgrounds for each player, you can use their connections and histories for several things:

- Allies and friends can bring rumors and troubles to the players
 - Rivals and enemies can become full-blown villains, or their allies.
 - Unsolved mysteries in a player's background can be tied to ongoing mysteries.
1. Pick a player.
 2. Select one of their background elements.
 3. Select a villain or organization you want the players to confront.
 4. Invent 3-4 ways for that background element to be used in order to get the player to investigate the threat.
 5. Set up the scene and ask the players "what do you do?"