

DUNGEONS & DRAGONS: ABRIDGED

In the Dungeons & Dragons game, each player creates an adventurer (also called a character) and teams up with other adventurers (played by friends). Working together, the group might explore a dark dungeon, a ruined city, a haunted castle, a lost temple deep in a jungle, or a lava-filled cavern beneath a mysterious mountain. The adventurers can solve puzzles, talk with other characters, battle fantastic monsters, and discover fabulous magic items and other treasure.

One player takes on the role of the Dungeon Master (DM), the game's lead storyteller and referee. The DM creates adventures for the characters, who navigate its hazards and decide which paths to explore. The DM determines the results of the adventurers' actions and narrates what they experience. Because the DM can improvise to react to anything the players attempt, D&D is infinitely flexible, and each adventure can be exciting and unexpected.

Some things to remember.

- You are not limited to the options described in these rules – you can describe anything you want to do within the expectations of the genre and you do it.
- You can and should ask questions to define what is going on- there is no board or cards to refer to the game state, it sits in your head and your ability to get necessary information is critical.
- You should say things in character, you should have characters interact like acting or writing a story.

ADVENTURING

Whether you are exploring a dusty dungeon or the complex relationships of a royal court, the game follows a natural rhythm:

1. The DM describes the environment.
2. The players describe what they want to do.
3. The DM narrates the results of their actions.

In cases where the outcome of an action is uncertain, you roll a 20-sided die, a **d20**, to determine success or failure. To the result, you add the relevant modifier from one of the six ability scores: Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma. Compare the total to the target

number determined by the DM (usually a number between 10 and 20). If the total equals or exceeds the target number, the ability check is a success. Otherwise, it's a failure.

When you have either **advantage** or **disadvantage** on a check (as determined by the DM), you roll a second d20 when you make the roll. Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage.

ABILITY SCORES

Every character and monster in the game has capabilities defined by six ability scores.

STRENGTH

Strength measures bodily power, athletic training, and the extent to which you can exert raw physical force. Use your strength to:

- lift, push, pull, or break something.
- climb a wall, jump over a chasm, or swim against the current.
- grapple or shove a creature in combat.
- attack with a melee weapon (fighter and cleric).

DEXTERITY

Dexterity measures agility, reflexes, and balance. Use your dexterity to:

- perform acrobatic stunts.
- conceal yourself from enemies or sneak past them.
- dodge hazards like fireballs or pit traps.
- attack with a ranged weapon (fighter and rogue).
- attack with a melee weapon (rogue).

CONSTITUTION

Constitution measures health, stamina, and vital force. Your constitution determines your maximum number of hit points, as well as the amount of hit points you regain after a rest. You also use your constitution to:

- hold your breath.
- march or labor for hours without rest.
- go without sleep.
- resist poison and disease.

INTELLIGENCE

Intelligence measures mental acuity, accuracy of recall, and the ability to reason. Use your intelligence to:

- recall lore about history, nature, magic, or religion.
- find clues and make deductions based on them.
- forge a document or pull together a disguise.
- make a spell attack (wizard).

WISDOM

Wisdom reflects how attuned you are to the world around you and represents perceptiveness and intuition. Use your wisdom to:

- notice hidden threats and other things in the environment.
- determine the intentions of a creature based on body language and speech habits.
- care for an injured person or diagnose an illness.
- follow tracks and guide your group through the wilderness.
- resist magical illusions and enchantments.
- make a spell attack (cleric).

CHARISMA

Charisma measures your ability to interact effectively with others. It includes such factors as confidence and eloquence, and it can represent a charming or commanding personality. Use your charisma to:

- convince someone with tact and social graces.
- intimidate someone with overt threats and physical violence.
- mislead others or try to conceal the truth.
- delight an audience with music, dance, acting, or storytelling.
- find out the latest news, rumors, and gossip.

HIT POINTS

Hit points represent a combination of physical and mental durability, the will to live, and luck. Whenever you take damage, that damage is subtracted from your hit points. The loss of hit points has no effect on your capabilities until you drop to 0 hit points.

When damage reduces you to 0 hit points, you fall unconscious. While unconscious, you can't move or

take any actions. You regain consciousness if you regain any hit points.

When you receive healing of any kind, you add the hit points regained to your current hit points. Your hit points can't exceed your hit point maximum, so any hit points regained in excess of this number are lost.

ARMOR CLASS

Your Armor Class (AC) represents how well your character avoids being wounded in battle. When someone tries to hit you with an attack, the target number is equal to your armor class.

CREATING A CHARACTER

Follow these steps to create a character:

1. Choose a race: human, dwarf, elf or halfling.
2. Choose a class: fighter, rogue, cleric or wizard.
3. Assign the following scores to your six abilities: +2/+2/+1/+1/+0/-1, and then apply any modifiers from your race and class.
4. Describe your character's background. Where did you come from? How did you become an adventurer? What is your place in the world?
5. Fill in your character sheet: name, ability scores, hit points, AC, and race and class abilities.

RACES

Humans are the most common people, but they live and work alongside dwarves, elves, halflings, and countless other fantastic species. Your character belongs to one of these peoples.

HUMAN

Humans are adaptable and ambitious. They seek to earn glory in the eyes of their fellows by amassing power, wealth, and fame.

- You get a +1 bonus to three different abilities of your choice.

DWARF

Dwarves are solid and enduring like the mountains. They are skilled warriors, miners, and workers of stone and metal. They are motivated by a desire for treasure – for its own sake, for a specific purpose, or out of an altruistic desire to help others.

- You get a +1 bonus to Strength, and a +1 bonus to your choice of Constitution or Wisdom.
- You get +2 maximum hit points.
- You get +1 bonus to hit with axes and hammers.
- You have resistance against poison.

ELF

Elves have a broad perspective on events that might trouble the shorter-lived races more deeply. They have an unearthly grace and fine features, making them appear hauntingly beautiful to humans and members of many other races. They take up adventuring to enjoy the exploration and discovery.

- You get a +1 bonus to Dexterity, and a +1 bonus to your choice of Intelligence or Wisdom.
- You can magically create minor illusions.
- You get +1 bonus to hit with swords and bows.
- You have resistance against mind magic.

HALFLING

Halflings survive in a world full of larger creatures by avoiding notice or, barring that, avoiding offense. They cherish the bonds of family and friendship as well as the comforts of hearth and home, harboring few dreams of gold or glory. They set out on the adventurer's path to defend their community, support their friends, or explore a wide and wonder-filled world.

- You get a +1 bonus to Dexterity, and a +1 bonus to your choice of Constitution or Charisma.
- You can hide behind bigger creatures.
- If you roll a 1 on a d20, you can roll again.
- You have resistance against fear.

CLASSES

Class is the primary definition of what your character can do. It's more than a profession; it's your character's calling. Your class gives you a variety of special features, such as a fighter's mastery of weapons and armor, and a wizard's spells.

FIGHTER

Fighters are the most diverse class of characters. Questing knights, conquering overlords, royal champions, elite foot soldiers, hardened mercenaries, and bandit kings—as fighters, they all share an unparalleled mastery with weapons and armor, and a thorough knowledge of the skills of combat. And they are well acquainted with death, both meting it out and staring it defiantly in the face.

- You get a +2 bonus to Strength and Constitution.
- Your maximum hit points are equal to 10 + your Constitution. After a rest, you regain 1d10 + Constitution hit points.
- Your armor class is 16.
- **Attacks.** Choose a weapon: a longsword, a battleaxe, or a warhammer. You can switch between the following:
 - *Weapon + shield.* 1d8+3 damage, +2 AC.
 - *Two-handed weapon.* 1d12+3 damage.
 - *Longbow.* 1d8+3 damage, ranged.
- **Fighting style.** Choose one:
 - *Defense.* +1 AC.
 - *Duelling.* +2 damage with melee weapons.
 - *Archery.* +2 to hit with ranged weapons.
- **Second wind.** Once between rests, you can instantly regain 1d10+1 hit points.

ROGUE

Rogues rely on skill, stealth, and their foes' vulnerabilities to get the upper hand in any situation. They have a knack for finding the solution to just about any problem, demonstrating a resourcefulness and versatility that is the cornerstone of any successful adventuring party.

- You get a +2 bonus to Dexterity, Intelligence, and Charisma.
- Your maximum hit points are equal to 8 + your Constitution. After a rest, you regain 1d8 + Constitution hit points.
- Your armor class is 14.
- **Attacks.** You can switch between the following:
 - *Rapier.* 1d8+3 damage, +1 AC.
 - *Daggers.* 2d4+3 damage, can be thrown for 1d4+3 damage.
 - *Shortbow.* 1d6+3 damage, ranged.
- **Sneak attack.** If the target of your attack is surprised or distracted, you deal +1d6 damage.
- **Thieves' tools.** You get a +2 bonus to checks to pick locks and disable traps.
- **Move silently.** You get a +2 bonus to checks to avoid being detected.

CLERIC

Clerics are intermediaries between the mortal world and the distant planes of the gods. As varied as the gods they serve, clerics strive to embody the handiwork of their deities. No ordinary priest, a cleric is imbued with divine magic.

- You get a +2 bonus to Wisdom and Charisma.
- Your maximum hit points are equal to 8 + your Constitution. After a rest, you regain 1d8 + Constitution hit points.
- Your armor class is 14.
- **Attacks.** You can switch between the following options:
 - *Mace + shield.* 1d6+1 damage, +2 AC.
 - *Sacred flame.* 1d8 damage, ranged, ignores cover.
- **Guidance.** You can ask your god for guidance, granting you +1d4 to your next ability check.
- **Light.** You can create light in a 10 meter radius around you.
- **Spellcasting.** You can cast 2 spells each day from the following list:
 - *Bless.* Three allies gain +1d4 to attack rolls for 1 minute.
 - *Cure wounds.* You heal one ally for 1d8+6 hit points.
 - *Sanctuary.* One ally is hidden from enemies' sight for 1 minute. This effect ends if the ally moves or makes an attack.
 - *Shield of Faith.* One ally gains +2 AC for 10 minutes.

WIZARD

Wizards are supreme magic-users, defined and united as a class by the spells they cast. Drawing on the subtle weave of magic that permeates the cosmos, wizards cast spells of explosive fire, arcing lightning, subtle deception, and brute-force mind control.

- You get a +2 bonus to Intelligence and Wisdom.
- Your maximum hit points are equal to 6 + your Constitution. After a rest, you regain 1d6 + Constitution hit points.
- Your armor class is 12.
- **Attacks.** Choose two of the following attacks:
 - *Fire bolt.* 1d10, ranged.
 - *Ray of frost.* 1d8 damage, ranged, target's speed is halved for 1 round.

- *Shocking grasp.* 1d8 damage, advantage against targets wearing armor.
- *Acid splash.* 1d6 damage, ranged, can hit two targets if they are next to each other.
- *Poison spray.* 1d12 damage.

- **Mage hand.** You can magically manipulate one small object within 10 meter of you.
- **Detect magic.** You can sense the presence of magic within 10 meter of you, and identify the properties of magical objects.
- **Spellcasting.** Choose 4 spells from the following list. You can cast 3 of these spells each day. The target number to resist your spells is 8 + your Intelligence.
 - *Burning hands.* Deal 3d6 damage to everyone in front of you. Targets can make a Dexterity check to take only half damage.
 - *Charm person.* One creature regards you as a friendly acquaintance for 1 hour. The target can make a Wisdom check to resist the effect.
 - *Disguise self.* Change your appearance to that of a different person for 1 hour. Creatures can make an Intelligence check to see through the illusion.
 - *Mage armor.* Give yourself +3 AC for the entire day.
 - *Magic missile.* Fire 3 missiles that deal 1d4+1 damage each, never misses.
 - *Silent image.* Create an illusory image of an object or a creature for 10 minutes. Creatures can make an Intelligence check to see through the illusion.
 - *Sleep.* Put a group of creatures asleep for one minute. Roll 5d8, the total hit points of the creatures you put asleep can't exceed the number you rolled. The creatures wake up if they take any damage.
 - *Thunderwave.* Deal 2d8 damage to everyone around you and push them 3 meter backwards. Targets can make a Constitution check to avoid being pushed and take only half damage.

COMBAT

A typical combat encounter is a clash between two sides, a flurry of weapon swings, feints, parries, footwork, and spellcasting. The game organizes the chaos of combat into a cycle of rounds and turns. A round represents about 10 seconds in the game world. During a round, each participant in a battle takes a turn.

1. **Establish positions.** The DM decides where all the characters and monsters are located.
2. **Determine surprise.** The DM decides whether anyone involved in the combat encounter is surprised. If you're surprised, you can't move or take an action on your first turn of the combat.
3. **Roll for initiative.** Each side rolls a d20, determining which side goes first.
4. **Take turns.** The sides take alternating turns until the fighting stops.

On your turn, you can move and take one action. You decide whether to move first or take your action first.

MOVEMENT

You can move up to 10 meter on your turn. Your movement can include jumping, climbing, and swimming. You move at half speed in difficult terrain, such as dense forests, deep swamps, rubble-filled ruins, steep mountains, and ice-covered ground.

You can drop prone without using any of your speed. While you are prone, you have disadvantage on attack rolls, melee attacks against you have advantage, and ranged attacks have disadvantage. Standing up takes half of your movement.

When you move out of the reach of a hostile creature, that creature can make an attack against you, unless you take the Disengage action.

ACTIONS

- **Attack.** Pick a target and make an attack roll (1d20 + the relevant ability score). If the result is equal to or higher than the target's armor class, the attack hits and you deal damage depending on the attack you used.
- **Cast a spell.** Choose a spell that you know and cast it, applying the effects in its description.
- **Dodge.** Attacks made against you has disadvantage until your next turn.
- **Dash.** Double your movement for one round.
- **Grapple.** Make an opposed Strength check against the creature you try to grapple. If you win, the target cannot move until you release it. A grappled creature can use its action to escape by making another opposed Strength check on its turn.
- **Shove.** Make an opposed Strength check to either knock the target prone or push it 2 meter away from you.

- **Disengage.** Move out of your opponents' reach without provoking an attack until the end of your turn.
- **Help.** Grant an ally advantage on the next ability check it makes to perform the task you are helping with.
- **Hide.** Make a Dexterity check contested by the Wisdom check of any creature that actively searches for signs of your presence. You can't hide from a creature that can see you clearly, and you give away your position if you make noise. You have advantage on attack rolls against creatures you are hidden from.
- **Ready.** Choose a trigger and an action you will take in response. If the trigger occurs before your next turn, you can take that action right after the trigger finishes.
- **Improvise.** Your character can do things not covered by the other actions, such as breaking down doors, intimidating enemies, sensing weaknesses in magical defenses, or calling for a parley with a foe. The DM tells you whether that action is possible and what kind of roll you need to make, if any, to determine success or failure.

VISION AND LIGHT

In a *lightly obscured* area, such as dim light, patchy fog, or moderate foliage, you have disadvantage on attacks and checks that rely on sight.

A *heavily obscured* area—such as darkness, opaque fog, or dense foliage—blocks vision entirely. You are effectively blinded when trying to see something in that area.

COVER

There are three degrees of cover. If a target is behind multiple sources of cover, only the most protective degree of cover applies; the degrees aren't added together.

- A target with *half cover* has a +2 bonus to AC. A target has half cover if an obstacle blocks at least half of its body.
- A target with *three-quarters* cover has a +5 bonus to AC. A target has three-quarters cover if about three-quarters of it is covered by an obstacle.
- A target with *total cover* can't be targeted directly by an attack or a spell, although some spells can reach such a target by including it in an area of effect. A target has total cover if it is completely concealed by an obstacle.